Curriculum Overview - Year 3 & 4

English

The children will read The Lion, The Witch and The Wardrobe by CS Lewis. They will develop the skills of prediction including evidencing from the text. Their written work will include a poem about a sweet that bewitches a main character, an imaginary conversation between two characters and write in role.

Next the children will read Leon and the Place Between by Angela McAllister. Throughout the sequence children will explore the author's language and use it as the basis for their own descriptive writing. Using the structure of the original story, children will plan their own version of the story where their own character enters a magical world.

Finally the children will study the story of The Rain Player, a modern story in the form of a Mayan myth as well as Carol Anne Duffy's New and Collected Poems for Children.

Science

The children will identify, group and describe different materials as solids, liquids or gases. They will have describe and actively model simple scientific ideas of solids, liquids and gases in terms of arrangement of particles. They will have recognised that the same material can exist in different states. They will observe that some materials change state when they are heated or cooled

In our Light unit the children will explore the differences between light sources and light reflectors, and will sort these into two groups. They will be able to describe how shadows are formed and will explore the relationship between light, objects and the formation of shadows.

Geography

Following on from our history unit, the children will be looking at the human and physical geography of Central America. This will mostly take the form of a study into the rainforest.

Art & DT

Completing our theme of the Maya and Central America, the children will develop their mastery of sketching pen and pencil works, creating images of Jaguars or other Central American rainforest animals.

<u>Music</u>

In music, the children will be looking at digital tools. They will be composing rhythms and tunes using Rhythm and Song maker. They will learn to record their compositions using different forms of notation.

<u>RE</u>

What always Jesus's life like? What stories did Jesus tell? What did Jesus do? How did Jesus overcome temptation? How do Christians celebrate Lent and Easter?

Mathematics

Adding and Subtracting Fractions Formal Written Addition and Subtraction Perimeter

Scaling

Multiplicative Laws and Area

Formal Written Multiplication and Division Counting through Zero and Calculating in Context

Coordinates position and direction

Computing

Our computing lessons will carry on from our music lessons, moving from using digital tools to compose and play music, into using the scratch programming language to create our own tools and code our own songs.

History

The children will study the Mayan civilisation around AD900 as a non-European society that provides contrasts with British history. In particular they will look at primary sources and enter into historical debate, such as what caused the downfall of the classical Mayan civilisation.

<u>PE</u>

Our first unit of work will focus on exploring bridge balances and the ways we can move in and out of them over and under them, on the floor and on the apparatus. Children will create sequences combining movements and bridge balances in pairs, applying flow and challenging their creativity.

In our second unit pupils will be problem solving and making decision about; the shape of the pitch/court, the type of equipment, how to score points, what rules are needed, which methods of dribbling/passing/striking should be used and how to make the games harder to play.

Children will also have to think about how to use skills, strategies and point scoring within the games. Children will use teamwork to both create games cohesively as well as partake in games.

<u>MFL</u>

Identify parts of the body Describe eyes and hair appearance Recognise days of the week Give basic character descriptions Identify animals and pets Recognise and use numbers 11–20 Give someone's name Describe someone