

Year 3/4 Curriculum Map – Cycle B

Subject	Autumn Term <u>How to wash your woolly mammoth</u> Stone Age to Iron Age	Spring Term <u>Veni, Vedi, Vici!</u> Romans	Summer Term <u>How to train your dragon</u> Vikings
English	<p>Instructions: own version of How to Wash a Woolly Mammoth</p> <p>Narrative: stories with a geographical setting – Woolly Mammoth (Just Like You)</p> <p>Narrative: stories in a historical setting – based on Stone Age Boy</p> <p>Non-chronological report: Stone Age Life</p> <p>Harvest Poetry</p> <p>Class Novel: Stig of the Dump</p>	<p>Narrative: Myths and Legends about Roman Gods (Romulus and Remus)</p> <p>Newspaper Report on Pompei</p> <p>Narrative: stories with a familiar setting – The Buxworth Volcano</p> <p>Instructions for how to make a Roman Feasts</p> <p>Spring time poems</p> <p>Class Novel: Roman Diary: The Journal of Iliona a young slave</p>	<p>Narrative: Traditional Tales</p> <p>Diary Entry: a day in the life of a Viking</p> <p>Non-chronological report: dragons</p> <p>Narrative: stories in a fantasy setting - Adventure stories</p> <p>Class Novel: How to Train your Dragon</p>
Maths	<p>Y3</p> <ul style="list-style-type: none"> -Review strategies for adding and subtracting across 10 - Learn place value to 100 and apply this to addition and subtraction - Bridge 100: count on and back in 10s, as well as add/subtract multiples of 10 - Measure length and record in tables - Represent 3-digit numbers, compare and position them on number lines -Measures: learn about mass and capacity <p>Y4</p> <ul style="list-style-type: none"> - Review methods of column addition and subtraction of 3- digit numbers - Secure place value to 1000 and apply this to addition and subtraction as well as multiples of 100 - Calculate and convert units of measures - Compare, order and round 4-digit numbers - Learn column addition and subtraction with 4-digit numbers - Measure the perimeter 	<p>Y3</p> <ul style="list-style-type: none"> - Right angles - Informal and mental strategies for adding and subtracting two 3-digit numbers - Understand additive relationships and apply them to rearrange equations - Column addition - 2, 4 and 8 times tables: using times tables to solve problems - Column subtraction <p>Y4</p> <ul style="list-style-type: none"> - Represent counting in threes and sixes as the 3 and 6 times tables - Relationship between the 3 and 6 times tables and tests of divisibility - Represent counting in nines as the 9 times table - Relationship between the 3 and 9 times tables - 7 times table: odd and even patterns, square numbers and tests of divisibility - Understand and represent multiplicative structures - Apply the distributive law to multiplication - Understand what happens when a number is multiplied or divided by 10 and 100 	<p>Y3</p> <ul style="list-style-type: none"> - Unit fractions as part of a whole - Identify parts and wholes in different contexts - Compare and order unit fractions - Calculate the value of a part (fractions as operators) - Non-unit fractions - Composition of non-unit fractions: addition and subtraction - Parallel and perpendicular sides in polygons (and perimeter) - Tell the time to the nearest minute and compare units of time <p>Y4</p> <ul style="list-style-type: none"> - Coordinates - Review of fractions - Composition of fractions greater than one - Compare and order mixed numbers and position on a number line - Addition and subtraction of fractions and mixed numbers (within a whole) - Convert improper fractions to mixed numbers and vice versa - Efficient strategies for adding and subtracting mixed numbers (crossing a whole) - Symmetry in 2D shapes - Time: Convert between 12 and 24 hour clocks: analogue and digital - Division with remainders
Science	<p>Y3 Rocks</p> <ul style="list-style-type: none"> - compare and group together different kinds of rocks on the basis of their appearance and simple physical properties - describe in simple terms how fossils are formed when things that have lived are trapped within rock 	<p>Y4 Electricity</p> <ul style="list-style-type: none"> - identify common appliances that run on electricity - construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers - identify whether or not a lamp will light in a simple series circuit, based on whether or 	<p>Y3 Forces and Magnets</p> <ul style="list-style-type: none"> - compare how things move on different surfaces - notice that some forces need contact between 2 objects, but magnetic forces can act at a distance - observe how magnets attract or repel each other and attract some materials and not others

	<ul style="list-style-type: none"> - recognise that soils are made from rocks and organic matter <p><u>Y3 Animals including Humans</u></p> <ul style="list-style-type: none"> - identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat - identify that humans and some other animals have skeletons and muscles for support, protection and movement 	<ul style="list-style-type: none"> - not the lamp is part of a complete loop with a battery - recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit - recognise some common conductors and insulators, and associate metals with being good conductors <p><u>Y4 Sound</u></p> <ul style="list-style-type: none"> - identify how sounds are made, associating some of them with something vibrating - recognise that vibrations from sounds travel through a medium to the ear - find patterns between the pitch of a sound and features of the object that produced it - find patterns between the volume of a sound and the strength of the vibrations that produced it - recognise that sounds get fainter as the distance from the sound source increases 	<ul style="list-style-type: none"> - compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials - describe magnets as having 2 poles - predict whether 2 magnets will attract or repel each other, depending on which poles are facing
Computing	<p><u>E-safety (Y4)</u></p> <ul style="list-style-type: none"> - define cyberbullying - know how to respond to a hurtful message or comment online - access a trusted search engine - understand that different search terms give different results - identify which information to keep private online - explain what digital citizenship is <p><u>Research and Internet (Y3)</u></p> <ul style="list-style-type: none"> - To know and understand how word order affects the results returned. They will know how to bookmark or favourite a page and name different types of online communication. - Children will know what to do if they feel uncomfortable when communicating online - They will be able to identify how they should behave online. 	<p><u>Presentation (Y3)</u></p> <p>Use PowerPoint Presentation to:</p> <ul style="list-style-type: none"> - set the theme - slide transitions - animate objects onto the slide - create hyperlinks in the action settings <p>add audio and video.</p> <p><u>Animation (Y4)</u></p> <ul style="list-style-type: none"> - Explain what is meant by animation. - Create a series of linked frames that can be played as a short animation. - Control and adjust a time slider to locate a different point in a film clip. - Insert images to create a simple stop motion animation short film clip. - Evaluate the advantages and disadvantages of some animation software. 	<p><u>Scratch: Questions and Quizzes (Y4)</u></p> <ul style="list-style-type: none"> - Write a program which accomplishes a specific goal. Create a program that includes a logical sequence. Debug a program they have written. <p><u>Programming (Y4)</u></p> <ul style="list-style-type: none"> - Write procedures using simple algorithms. - Change the colour of the pen. - Write text using the label command.
History	<p><u>Stone Age to the Iron Age</u></p> <ul style="list-style-type: none"> - Defining 'prehistory' and learning how archaeologists find out about the past when there is no written history. - Exploring cave men of the early Paleolithic period of the Stone Age. - Exploring the lives of people in the Mesolithic period of the Stone Age. - Investigating technological advances in the Neolithic period of the Stone Age and investigating Stonehenge. - Finding out about life in the Bronze Age, and how bronze was made and used. 	<p><u>The Romans</u></p> <ul style="list-style-type: none"> - Explore the story of how Rome was founded by Romulus and Remus and how the city expanded into an empire. - Investigate how society was structured in ancient Rome. - Research what daily life was like for the ancient Romans. - Discover what the ancient Romans did for entertainment. - Explore what the ancient Romans believed in and who their gods and goddesses were. 	<p><u>The Vikings and Anglo-Saxons</u></p> <ul style="list-style-type: none"> - Who were the Vikings and where and when they raided and settled? - Find out about significant events from the period and order these chronologically on a timeline. - Find out about the Anglo-Saxon kings who ruled during the 'Viking Age' and examine their influence and significance in British history. - Learn about the Anglo-Saxon justice system and compare crimes, punishments, and laws with their modern-day equivalents. - Learn about different aspects of everyday Viking life: explore the types of houses that the Vikings lived in, what clothes they wore and even what types of food they ate.

	<ul style="list-style-type: none"> - Investigating the lives of people in the Iron Age and how life had developed from the Bronze Age. - Consolidating understanding of the Stone, Bronze and Iron Ages, and ordering events and changes chronologically. 		
Geography	<ul style="list-style-type: none"> - N/A (History based topic) 	<p>Exploring Italy</p> <ul style="list-style-type: none"> - Identify Italy and its major cities on a map and explore its geographical features. - Explore the tourist attractions of Rome and analyse the city as a holiday resort. - Identify similarities and differences between Italy and Britain. 	<p>Mainly History based topic, but we will cover:</p> <ul style="list-style-type: none"> - Which territories were invaded by the Vikings and where did they settle?
Art and Design	<ul style="list-style-type: none"> - Exploring the history and style of cave paintings, and recreating cave paintings in a variety of ways. - Investigating and recreating Stone Age jewellery using clay and other materials. - Exploring and recreating some mysteries of prehistoric art, including stone balls and Stonehenge. 	<ul style="list-style-type: none"> - Explore Roman Mosaics - Use clay to create a reproduction of an ancient Roman artefact. 	<ul style="list-style-type: none"> - Sketch 3D shapes; including a cube and then a sphere with shading. Then children can apply these skills by sketching a Viking Longship. - Finding out about the Terracotta Army, and creating a soldier statue or using shading to draw a soldier. - Exploring the theme of dragons in Chinese art, and learning to draw a dragon or create a dragon sculpture. - Exploring the theme of dragons in Chinese art, and learning to draw a dragon or create a dragon sculpture.
Design and Technology/STEM	<ul style="list-style-type: none"> - Create and evaluate a model of a woolly mammoth using milk bottles. - Exploring the origins and development of sewing, and creating a sewn needle pouch or early pair of shoes. 	<ul style="list-style-type: none"> - Design and evaluate a Roman Chariot - Design and make a Roman shield, looking at typical colours, patterns and design 	<ul style="list-style-type: none"> - Design and create Viking swords, shields and helmets
P.E	<p>Games</p> <ul style="list-style-type: none"> - Explore a variety of games - Working as a team - Following rules - Ball skills: throwing, catching, hitting, keeping possession <p>Swimming lessons at New Mills PAS sports (outdoor games) Sporting links with the local High School</p>	<p>Dance</p> <ul style="list-style-type: none"> - Improvisation - Communicating through dance - Performing to an audience - Leading a group <p>Gymnastics</p> <ul style="list-style-type: none"> - Developing control - Sequencing movement - Using apparatus - Partner work <p>PAS sports (outdoor games) Sporting links with the local High School</p> <p>Topic based:</p> <ul style="list-style-type: none"> - Explore the Romans' love of ball games and play a game of Harpastum. - Investigate the variety of challenges that Roman soldiers would have undertaken at the Campus. 	<p>Athletics</p> <ul style="list-style-type: none"> - Running, jumping, throwing - Changing speed - Improving accuracy <p>Outdoor/Adventure</p> <ul style="list-style-type: none"> - Following maps or using clues to find a location <p>PAS sports (outdoor games) Sporting links with the local High School</p>
Languages	<p>Language Angels SOW</p> <ul style="list-style-type: none"> - I am learning French - Shapes 	<p>Language Angels SOW</p> <ul style="list-style-type: none"> - Vegetables - Ancient Britain 	<p>Language Angels SOW</p> <ul style="list-style-type: none"> - Instruments - Ice creams
Music	<p>External music teacher (Derbyshire County Council – Wider opportunities)</p> <p>Harvest performance Christmas concert Easter performance</p>		
R.E.	<p>Derbyshire scheme- Specific Units- Key questions Enquiry: Why is the bible important to Christians today? (L 2.2)</p>	<p>Derbyshire scheme- Specific Units- Key questions Enquiry: Why do some people think that life is a journey? (L2.6)</p>	<p>Derbyshire scheme- Specific Units- Key questions Enquiry: What can we learn from religions about deciding what is right and wrong? (L2.9)</p>

P.H.S.E Personal development	Derbyshire scheme PHSE Matters- 'Being me' and 'Being healthy'	Derbyshire scheme PHSE Matters- 'Growing up' and 'Relationships'.	Derbyshire scheme PHSE Matters- 'Being responsible' and 'Drug education'
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Buxworth Primary School values

Friendship	Entrepreneurial	Respect	STEM	Resilience
Compassion	Trustworthy	Thankful	Aspiration	Environmental