

Grange Primary School: Curriculum overview – Year 3 and Year 4 Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Driver</b>	<b>History:</b> Non-European	<b>Geography:</b> Core Lessons	<b>History:</b> Early civilisation: Ancient Egypt	<b>History:</b> The Roman Empire	<b>Geography:</b> Case Study of a region in a European country	
<b>Key Questions</b>	How can we find out about Ancient Indus valley civilisation?	How does climate vary?	How can we investigate the civilisations of the Ancient Egypt?	How do we find out about the Roman Empire?	What is it like to live in Naples?	
<b>History/Geography Unit Title</b>	Ancient Indus Valley	Year 4 Core Lessons	Ancient Egypt	The Roman Empire	Naples and the Campania Region	
<b>Art</b>	To create sketch books to record their observations and use them to review and revisit ideas.		To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)		To learn about great artists, architects and designers in history.	
<b>DT</b>	<b>Electronics</b> Design: <ul style="list-style-type: none"> <li>generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</li> </ul> Make: <ul style="list-style-type: none"> <li>select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</li> </ul> Evaluate: <ul style="list-style-type: none"> <li>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> </ul> Technical knowledge: <ul style="list-style-type: none"> <li>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</li> </ul>		<b>Mechanisms</b> Design: <ul style="list-style-type: none"> <li>use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> </ul> Make: <ul style="list-style-type: none"> <li>select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</li> </ul> Evaluate: <ul style="list-style-type: none"> <li>understand how key events and individuals in design and technology have helped shape the world</li> </ul> Technical knowledge: <ul style="list-style-type: none"> <li>understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]</li> </ul>		<b>Food and Cooking</b> <ul style="list-style-type: none"> <li>understand and apply the principles of a healthy and varied diet</li> <li>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</li> <li>understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed</li> </ul>	
<b>Science</b> <u>Year 3</u>  <u>Year 4</u>	Rock Detectives  Good Vibrations	Can you see me?  In a State	The power of forces  Switched on	Amazing bodies  Human impact	How does your garden grow?  Where does all that food go?	Our changing world  Who am I? Our changing world
<b>Computing</b> <u>Year 3</u>  <u>Year 4</u>	Basic concept of algorithms  Search Engines and forums	Introduction to Logo  Home Network Works and Responsible use of technology	Scratch Music  Intermediate Logo	Introduction to paint.net  Introduction to blogging	Scratch Pattern Drawing  Scratch Space Invaders	Year 3 Review  Year 4 Review
<b>PSHE</b>	Being Me In My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me

<b>RE</b>	Hindu Worship	What makes me the person I am?	Why is the Bible special?	Easter	Religions in my neighbourhood	Marriage
<b>Music</b>	Singing Assembly ECAM: Flutophone	Singing Assembly ECAM: Flutophone	Singing Assembly ECAM: Flutophone	Singing Assembly ECAM: Flutophone	Singing Assembly ECAM: Flutophone	Singing Assembly ECAM: Flutophone
<b>French</b>	Rigolo 1, Unit 7: Encore	Rigolo 1, Unit 8: Quelle heure est-il?	Rigolo 1, Unit 9: Les fêtes	Rigolo 1, Unit 10: Où vas-tu?	Rigolo 1, Unit 11: On mange!	Rigolo 1, Unit 12: Le cirque
<b>P.E. Class teacher</b>	Y4: Swimming Y3: Dance: Divali	Y4: Swimming Y3: Invasion Games 2	Y3: Swimming Y4: Dance: Tudor	Y3: Swimming Y4: Athletic Activities 2	Striking and Fielding Games 1	Dance: Nile
<b>Specialist Teacher</b>	Gymnastic Activities 4	Invasion Games 2	Outdoor and Adventurous Activities 2	Athletic Activities 2	Striking and Fielding Games 1	Sports Day Prep