



## Wider Curriculum Long Term Plan Year 3/4

### Year B 2023-2024

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Animals including Humans (Y3 and 4 P.O.S)		Sound		Plants	Living things and their habitats
History	<b>The achievements of the earliest civilizations</b> An overview view of ancient civilisations and an in-depth study of ancient Egypt.				<b>Greek life and the influence on the western world</b> - A study of health and fitness in Greek life, the creation of the Olympic games and the influence on the western world.	
Geography	<b>Mapping Skills</b>		<b>Place knowledge</b> Compare the UK with Greece and understand the similarities and differences			
RE	L2.8 What does it mean to be a Hindu in Britain today?	L2.1 What do different people believe about God? (Christians and Hindus)	2a.4 GOSPEL – What kind of world did Jesus want?	2a.5 SALVATION – Why do Christians call the day Jesus died 'Good Friday?'	2a.6 KINGDOM – When Jesus left, what was the impact of Pentecost?	L2.4 Why do people pray? (Christians and Hindus)
Art & Design	<b>Shape</b> Drawing and painting <b>Robert Delaunay 'Rhythm'</b>		<b>Form</b> Sculpture <b>Barbara Hepworth 'Family of man'</b>		<b>Texture</b> Collage <b>Susan Carlson</b>	
DT	<b>Mechanical Systems</b> Pneumatic toys		<b>Structures</b> Pavilions		<b>Food</b> Adapting a recipe	
Music	Pitch		Pulse and Rhythm		Exploring dynamics, structure and texture	
PSHE	Identity, society and equality		Careers, financial capability and economic wellbeing	Mental health and emotional wellbeing	Drug, alcohol and tobacco education	
Computing	Project Evolve – <b>Online Relationships</b>		Project Evolve – <b>Online bullying</b>		Project Evolve – <b>Managing online information</b>	
	Information technology: <b>Creating media</b> Desktop publishing		Computer Science: <b>Programming</b> Repetition in shapes		Computer Science: <b>Programming</b> Repetition in games	

MFL (French)	Les Fetes Colours, Festivals				Bon Appetit Fruit, Vegetables				Destination Vacances Weather, Clothes			
PE	Create Unit 1 (Yr 4)- Personal	Tchouckball	Create Unit 2 (Yr 4)- Social	Tag Rugby	Create Unit 3 (Yr 4)- Cognitive	Sporting Influence OAA	Create Unit 4 (Yr 4)- Creative	Dance or Gymnastics	Create Unit 5 (Yr 4)- Swimming Sports Day	Athletics- Sports Day Readiness	Create Unit 6 (Yr 4)- Health and Fitness	Swimming (Yr 3 Basic, Yr 4 Developing) Athletics
Metacognition	New Skills –Growth Mindset - Mistakes Year 4				Successful learners – Reading Lessons – Problem Solving and Memory Year 4				Growth mindsets – Metacognitive Talk – Plan Monitor Evaluate – Checking for understanding Deliberate Practice and Coaching – Year 4			

	<u>Wider Curriculum Long Term Plan Year 3/4</u> <u>Year A 2024-2025</u>					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Rocks	States of matter	Forces and magnets		Light	Electricity
History	<b>.Stone age – Iron age</b> How settlements changed in Britain from the stone age to the iron age.		<b>The Roman empire and its impact on Britain:</b> Invasion by Claudius and conquest including Hadrian’s wall.			
Geography	<b>Locational Knowledge:</b> Name and locate the UK’s counties and major towns and cities, human and physical features, including land use.				<b>Human and physical Geography:</b> Volcanos & Mountains Rivers and the Water Cycle	<b>Geographical skills and fieldwork</b> Four and six figure grid references, <b>Map symbols</b>
RE	2a.2 PEOPLE OF GOD – What is it like to follow God? (Noah)	1.3 INCARNATION – What is the Trinity?	2a.1 CREATION – What do Christians learn from the Creation story?	L2.9 What can we learn from religions about deciding what is right and wrong?	L2.5 Why are festivals important to religious communities?	L2.6 Why do some people think that life is a journey and what significant experiences mark this?

<b>Art &amp; Design</b>	<b>Line</b> Drawing and painting <b>Aaron Earley - 'Self portrait'</b>				<b>Space</b> Drawing and Painting <b>Lowry 'Fever van' /David Hockney (various landscapes)</b>				<b>Colour and Value</b> Painting <b>Van Gogh - 'Starry night'</b>			
<b>DT</b>	<b>Textiles</b> Cushions				<b>Mechanical Systems</b> Slingshot car				<b>Electrical Systems</b> Torches			
<b>Music</b>	Pulse and Rhythm				Pitch				Exploring dynamics, structure and texture			
<b>PSHE</b>	<b>Physical health and wellbeing</b> What helps me choose, What is important to me?				<b>Keeping safe and managing risk</b> Bullying – see it, say it, stop it. Playing Safe				<b>Sex and relationship education</b> Growing up and changing			
<b>Computing</b>	Project Evolve – <b>Health, well-being and lifestyle</b>				Project Evolve – <b>Self-image and identity</b>				Project Evolve – <b>Privacy and security</b>			
	Digital Literacy: <b>Computing systems and networks</b> Connecting computers				Computer Science: <b>Programming</b> Sequencing sounds				Computer Science: <b>Programming</b> Events and actions			
<b>MFL (French)</b>	<b>Autumn - Ma Famille et moi</b> Me, Body Parts				<b>Le monde des animaux</b> Jungle animals, pets				<b>Le temps libre</b> Sports, Musical instruments			
<b>PE</b>	Create Unit 1 (Yr 3)- Personal	Cross country (2/3 weeks) Games D	Create Unit 2 (Yr 3) - Social	Real Gym	Create Unit 3 (Yr 3)- Cognitive	Dance – Real Dance	Create Unit 4 (Yr 3)- Creative	Net and Wall Games / Striking and Fielding Games Hockey	Create Unit 5 (Yr 3)	Sports Day Golf Cricket Quad Kids	Create Unit 6 (Yr 3) Health and Fitness	Swimming (Yr 3 Basic, Yr 4 Developing) Athletics
<b>Metacognition</b>	New Skills –Growth Mindset - Mistakes  Year 3 Lessons				Successful learners – Reading Lessons – Problem Solving and Memory Year 3 Lessons				Growth mindsets – Metacognitive Talk – Plan Monitor Evaluate – Checking for understanding Deliberate Practice and Coaching – Year 3			