

YEAR 3&4 -CURRICULUM MAP Cycle B

		Autumn – It’s all Greek! (H)	Spring – Romans (H)	Summer – North East (G)
Reading	Word reading	NC Appendix 1 (NC p 35)		
	Comprehension	Texts include : wide range of fiction (including fairy stories and myths and legends), poetry, plays, non fiction texts and reference books / text books and dictionaries (NC p 35/36)		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing : narrative and non narrative (NC p 39)		
	VGP	NC Appendix 2		
Speaking and listening	12 Statutory statements (NC p 17)			
Maths	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics			
Science	Electricity Sound	Magnets Plants	States of Matter We Are Astronauts – Super science	
	Working Scientifically – on going across the year			
Computing	Computer Science – We Are Software Developers – using algorithms, design, write & debug programs that accomplish specific goals. We Are Toy Designers – Controlling & simulating physical systems. IT - collect data, analyse and evaluate information, select a variety of software to accomplish given goals Understand opportunities that computer networks offer for communication Digital Literacy – Rings Of Responsibility Online Private & Personal Information – how to protect yourself from online identity theft	Computer Science – We Are Musicians – Edit, create & develop musical compositions. We Are HTML Editors – editing & writing hypertext mark up language IT - presentation Digital Literacy – The Power Of Words- Cyberbullying The Key to Keywords – increase accuracy of their keyword searches.	Computer Science – We Are Co-Authors –Write for a target audience using a wiki tool We Are Meteorologists – Computer based data logging IT - select a variety of software to accomplish given goals, select, use and combine internet services Digital Literacy –Whose is it, Anyway? Copying the work of others and presenting it as one’s own is called plagiarism.	
	Working Scientifically – on going across the year			
History	Roman Empire and impact on Britain -Why did the Ancient Romans march through Durham?	Anglo Saxon and Scots settlement - What happened to Britain when the Romans left?	Viking and Anglo Saxons How vicious were the Vikings?	
Geography	Place knowledge – human and physical - European country- Italy Locational Knowledge – focus on Europe e.g. Greece	Locational Knowledge – UK counties and cities. What happened to roman cities?	Locational Knowledge – Focus on Scandinavia	
	Geographical skills and fieldwork –on going across the year			
D.T.	Control - design and make an alarm– something which triggers a light or buzzer to come on to protect a painting.	Cooking and Nutrition – Anglo Saxon and Celtic Food	Mechanism - make a moving long boat using pneumatics	
Art and Design	Artists - Italian art	Painting - Celtic War painting bodies and war Mask	Drawing and printing - Anglo Saxon jewellery	
	Create sketchbooks to record observations			
Music	Word rhythms (counting syllables) repeat, create textures. (say – play in ensemble) Listen to and appraise Italian music notated rhythms: using Roman/Italian words (foods, places, features..)	Traditional songs: folk music – Lambton Worm, Bamburgh... Dun Cow... Tuned instruments: Anglo Saxon monks – plainsong: modes e.g. dorian – create chords/ melodic ideas	Action songs, ceremonial music to listen to and appraise. Percussion fanfares Anglo-Saxon Monks	
	Music Education Hub: First Access Programme Delivery – Integration with curriculum teaching – continuation – impact. (Durham Music Service)			
MFL	All About Me (QCA Unit 1) (revision from cycle A) Introducing self and family Greeting people Counting 1-12	Celebrations (QCA Unit 3) Saying what you do well Celebrating achievements and special occasions Months of the year	The Four Friends (QCA Unit 5) Saying what animals you have Describing colours Reinforce giving opinions	

Special Events	Harvest Festival Assembly Christmas Performances Parent's Evening Diwali Assembly Hannukah Assembly	Stanwick Iron Age Fort Anglo-Saxon Re-enactment Visitor ExpoChef Visit World Book Day Easter Assembly Spring Lambing Event – Piercebridge Artist Day Author Day Picture Writing to Tanzania Nirvana Assembly Lenten Assembly Passover Assembly	Trip to Jorvik Museum Parent's Evening Summer Fair Ramshaw's Got Talent Sports Day Summer Performance Leaver's Assembly Ramadan Assembly Wesak Assembly
P.E.	Swimming	Outdoor and Adventure (climbing) Gymnastics	Invasion Games Netball/Basketball Striking & Fielding – Cricket/rounders
R.E.	How do Hindus worship? How and why is Advent important to Christians?	What can we learn about Christian symbols and beliefs by visiting churches? What do Christians remember on Palm Sunday?	What do Hindus believe and how does this affect the way they live their lives?
Statutory subject in all year groups Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools			

Additional information relating to Computing

Computing	<p>Computer Science - Design programs that accomplish specific goals. Design and create programs. Debug programs that accomplish specific goals. Use repetition in programs. Use logical reasoning to detect and correct errors in programs Use Scratch to create an animation, linked to sport/literacy</p> <p>IT - Collect data analyse and evaluate information, select a variety of software to accomplish given goals Survey on Health/Fitness. Take photos of what they are doing re health and fitness. Create promotional materials to advertise health/fitness/new gym opening in the area. Make a fitness video/TV advert to promote fitness</p> <p>Understand opportunities that computer networks offer for communication Class blog about their health and fitness topic, (kiddblog.org). Collate results and produce graphs to show findings. Put graphs, photos and findings into movie/presentation/ebook</p> <p>Digital Literacy - Identify a range of ways to report concerns about content. SWGFL Rings of Responsibility. New Class – Netiquette. Personal & Private Information</p> <p>Computer Science - Use repetition in programs. Scratch – produce game with reference to Roman topic. Include repetition and loops. Turtle – create/design simple patterns using procedures</p> <p>IT - Presentation to an audience of an aspect of Roman life. Create a menu for a Roman banquet http://cookit.e2bn.org/historycookbook/ Create a cookbook of recipes. Interview with a Roman God/character – IPADs/Morpho – record what they might say</p> <p>Digital Literacy - Recognise unacceptable/unacceptable behaviour SWGFL The Power of Words - Bullying</p> <p>Computer Science - Control or simulate physical systems. Use Flowol/Go or other flowcharting software to create control software to model an object e.g. lighthouse/ traffic lights</p> <p>IT - Select a variety of software to accomplish given goals, elect, use and combine internet services. Research the local area to produce a website/e-book or brochure for tourists explain the attractions of their area/region</p> <p>Digital Literacy - Understand how computer networks can provide multiple services, such as the World Wide Web and appreciate how search results are selected SWGFL Keywords – Learning to search (For information on the NE), Whose is it, Anyway – Plagiarism</p>
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