Year 3/4 Curriculum Overview Cycle A

	Autumn Term (Term 1 and 2)	Spring Term (Term 3 and 4)	Summer Term (Term 5 and 6)
Theme	Traders and Raiders	Predator!	Blue Abyss
Wow! Launch	Viking invader to visit? Jorvik?		The Deep?
English	F: Myths and Legends F: Quest stories (journeys or character/setting description – How to train your Dragon)	F: Visual literacy F: Stories from other cultures	F: Stories with issues (pollution/finding Nemo) F: Stories with familiar settings
	NF: Historical recount (newspapers, autobiographies) NF: Report (information text about specific thing)	NF: Explanation (how animals hunt) NF: Persuasion/debate (Should animals be kept in zoos) Poetry - Figurative language (simile, metaphor, personification –	NF: Instructions (how to care for animals/link to computing) NF: Recounts (The Deep trip / from an animal's point of view /chicken run)
	Poetry – kennings/narrative	how are animals/plants described in poems?)	Poetry – Performances poetry
SPAG – statutory year group requirements	Y3: 'a' and 'an' choices Y3: Subordination (conjunctions – When, before, after, while, so, because)	Y3: Prefixes (Super-, anti-, auto-) * Y3: Subordination (Adverbs and prepositions) Y3: Direct speech punctuation	Y3: Present perfect form Y3: Word families (solve, solution, dissolve, etc.)
All objectives to be threaded throughout the year. Recap of previous year's objectives will be needed. Word class identification key throughout years	Y3: Headings/subheadings (reports) Y3: Paragraphs Y4: Standard English forms (we were / I did) Y4: Fronted adverbials Y4: Paragraphs	Y4: Differences between plural and possessive 's' Y4: Noun phrases using adjectives, nouns and prepositional phrases. Y4: Direct speech punctuation	Y4: Apostrophes for plural possession
* Full list in NC doc	Y3: Light	Food chains	Living things and their habitats
Science	Y4: Electricity	Fossils Plant parts and functions Water transportation in plants Skeletal systems Working Scientifically	Animals including humans Working Scientifically Y3: Forces and Magnets Y4: Sound
Computing SO = Switched on computing unit	Animation Digital Images	Algorithms Flow diagrams Online research Using logical reasoning Graphics software Digital presentations SO 3.6: We are opinion pollsters	Programming Video editing Multimedia Presentations SO 4.5: We are co-authors
Geography	Using maps Settlements Europe	Fieldwork Using maps to locate countries and continents	Seas and oceans of the world The Great Barrier Reef Environmental Issues
History	Anglo Saxons and Vikings	Ancient Greece	19 th Century ocean exploration
Art	Patterns and Print making Sketchbooks	3D Scale Models	Observational drawings 3D models Clay sculpture Anthony Gormley Batik art Printing Famous seascapes

DT	Jewellery designing, making and evaluating Models of Anglo Saxon homes	Selecting and using materials (collage and textiles)	Submarine Design Working Models
	Clay rune stones		
RE	God: What do people believe about God? (Christianity	Being human: How does faith and belief affect the way people	In-depth study of beliefs, practices, festivals, symbols etc of
	and Hinduism) (Lincs)	live their lives? (Lincs) (Christianity and Hinduism)	Buddhism (Lincs)
	Incarnation (UC)	Salvation (UC)	Y3 – The Hajj (Islam) (Cornerstones)
	Y3 – Ganesh Chaturthi (Hinduism) (Cornerstones)	Y3 – Lent (Christianity) (Cornerstones)	Y4 – Eid ul-Adha (Islam) (Cornerstones)
	Y4 – Janmashtami (Hinduism) (Cornerstones)	Y4 – Holy Week and Easter (Christianity) (Cornerstones)	
PE	Gymnastics (T1) Dance (T2)	Gymnastics (T3) Dance (T4)	OAA (T5) Athletics (T6)
	Games: Passing and receiving	Games: Net, wall and ball games	Games: Striking and fielding
Music	Singing and composing lyrics	Glockenspiel Stage 2 and dinosaurs (Charanga)	Classroom Jazz 1 (Charanga)
PSHE	Health and Wellbeing	Relationships	Living in the wider world
	Organisation	Initiative	Leadership
	Resilience	Communication	
Trips/Visit/Visitors	Jorvik centre		
Outcome/Celebration			
Themed Weeks	Science	History	Science
	Y3: Light	KS2: Ancient Greece	Y3: Forces and Magnets
	Y4: Electricity		Y4: Sound