



Year 3 and 4

2016 - 2017



Who are the staff in Lower Key Stage 2?

3S

Year 3

- Mrs Southall - Class teacher
- Mrs Robinson - Teaching Assistant
- Mrs Morris - Teaching assistant - Morning sessions

3/4P

Year 3 and 4

- Miss Peach - Class teacher
- Miss Mountford - Teaching Assistant

4M

Year 4

- Mrs McGrath - Class teacher
- Mrs Malpass-Rust - Teaching Assistant



What are our topics this year?

Autumn Term - Yabba Dabba Doo!



Spring Term - Walk like an Egyptian



Summer Term - Great Escape



What might our trips be this year?

Autumn Term - Forest School



Spring Term - Birmingham Museum



Summer Term - Cosford



What do we need to do to achieve our Maths Challenge?

Year 3

Challenge 1

Recite your 3 and 4 times table in order.

Add a 2-digit number to a 2 digit number

$$32 + 54 =$$

Count in steps of 6s.

Challenge 2

Round two digit numbers to the nearest 10

Know the 6 times table facts

Double and halve a number up to 100

Challenge 3

Know your 2, 3, 4, 5, 6 and 10 times tables randomly.

Know the division facts for the x3 and x4 tables. E.g. $28 \div 4 = 7$, $27 \div 3 = 9$, $16 \div 4 = 4$.

Improve 3 times on your weekly Multi-Club score



What do we need to do to achieve our Maths Challenge?

Year 4

Challenge 1

Know your 6 times table randomly.

Count in 7s to 70.

Round a three digit number to the nearest 100

Challenge 2

Count in 8s to 80.

Know your 7 times tables

Add three two digit numbers $45 + 62 + 26 =$

Challenge 3

To learn multiplication and division facts for all numbers up to 10×10

Know all common equivalent fractions and decimals eg $\frac{1}{2} = 0.5$, $\frac{1}{4} = 0.25$

Improve 3 times on your weekly Multi-Club score



Cycle 1

Curriculum Overview



Subject	Autumn Dungeons and Dragons	Spring Best of British!	Summer Jurassic Forest
History	To learn about changes in Britain from the stone Age to the Iron age	To learn about the achievements of the earliest civilizations - an overview of where and when the first civilizations appear and a depth study of Ancient Egypt	
Geography		Use the world's countries, using maps to focus Europe, countries and major cities Use maps, atlases. Globes and computer mapping to locate countries and describe features studied	To name and locate countries and cities of the United Kingdom, To identify significance of the geographical zones of the world Understand geographical similarities and differences of human and physical geography of a region or area in a European country. Locate the geographical zones of the world Use maps, atlases. Globes to locate countries and describe features studied. Use eight point of a compass
Art and Design	To improve their mastery of art and design techniques with a range of materials Textiles - Tie die, cross stich Lascaux paintings	To improve their mastery of art and design techniques with a range of materials Painting - Use range of brushes to create textures and shapes, use colour for moods - Hieroglyphics Collage - Select materials for effect - Death Masks	To create sketch books to record observations and use them to review and revisit ideas Drawing - Explore different hardness of pencils and use shadow Textiles - Make do and mend - Understand and identify a seam and join textiles
Design Technology	<p>Constructions - Homes (settlement) Use techniques: drilling, screwing, gluing and nailing to make a product. Choose suitable techniques to construct products or to repair items. Strengthen materials using suitable techniques. To design, make, evaluate and improve.</p> <p>Food (Cooking In The Curriculum) To name utensils and know what their use is. Follow a recipe (with support)</p>	<p>Food (Cooking In The Curriculum) Identify which utensil is appropriate for different food preparation. Measure ingredients to the nearest gram accurately. (with support) Follow a recipe. Computing - Create computer game (ICT Link) Control and monitor models using software designed for this purpose.</p>	<p>Electronics (Morse code machine) Create series and parallel circuits to illuminate or create motion. To design, make, evaluate and improve. Textiles - Create a 'comfort blanket' Understand the need for a seam allowance. Join textiles with appropriate stitching (running, cross, back stitches). Select the most appropriate techniques to decorate textiles. Shape and stitch materials. Create weavings. Quilt, pad and gather fabric. Experiment with the process of colouring fabric. Join more than one piece of fabric to make a flat product. To design, make, evaluate and improve.</p> <p>Food (Cooking In The Curriculum) Prepare ingredients hygienically using appropriate utensils. Measure ingredients to the nearest gram accurately. Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).</p>

Cycle 1

Curriculum Overview



Subject	Autumn Dungeons and Dragons	Spring Best of British!	Summer Jurassic Forest
Science	Living things and their habitats Electricity	States of Matter	Sound Animals, including humans
ICT	Text - Purple Mash Images/ Moving Images - Purple Mash Computer Science - Purple Mash	Text - Purple Mash/ Powerpoint Statistics - Purple Mash Computer Science - Purple Mash Sound - Compose World Junior	Text - Purple Mash/ J2e Statistics - Purple Mash Images/ Moving Images - Revelation Computer Science - Purple Mash Sound - Audionet
Physical Education	<p>Year 3 Gymnastic: Improve skills of rolling, jumping, swinging, balancing, taking weight on hands; changing speed, direction, shape levels; using different combinations of floor and apparatus, working alone/ with partner. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space.</p> <p>Year 4 Gymnastic: Improve skills of rolling, jumping, swinging, balancing, taking weight on hands; changing speed, direction, shape levels; using different combinations of floor and apparatus, working alone/ with partner. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space. Swimming (10 lessons)</p>	<p>Year 3 Dance: Improve skills of travelling, jumping, turning, stillness, changing size/shape/level/ direction; increase range of body actions; compose, practice and perform actions with control. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space. Swimming (10 lessons)</p> <p>Year 4 Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space. Dance: Improve skills of travelling, jumping, turning, stillness, changing size/shape/level/ direction; using whole body control; explore and select actions which can be developed within chances, practiced and repeated.</p>	<p>Year 3 OAA: Improve skills of principles of safety in the outdoors, planning and recording in different activities, problem solving. Athletic: Improve skills of running, throwing, jumping; refine basic technique by emphasis on accuracy, time, measurement, length, distance. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space. Swimming (10 lessons)</p> <p>Year 4 OAA: Improve skills of principles of safety in the outdoors, planning and recording in different activities, problem solving Athletic: Improve skills of running, throwing, jumping, refine basic technique by emphasis on accuracy, time, measurement, length, distance. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space.</p>

Cycle 1

Curriculum Overview



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RE	Leaders of Religion/ Beliefs	Worship	Festivals
PSHE	Health and Well-Being	Making Relationships	Living in the Wider World
Music	Charranga Three Little Birds Ho Ho Ho	Charanga - Glockenspiel Stage 2 There was a Monkey	Charranga - Let Your Spirit Fly Reflect, rewind, Replay

Cycle 2

Curriculum Overview



Subject	Autumn Dungeons and Dragons	Spring Best of British!	Summer Jurassic Forest
History	To learn about the Roman Empire and its impact on Britain	History of interest to pupils A local history study	Ancient Greece - a study of Greek Life
Geography	Use the world's countries, using maps to focus Europe, countries and major cities Use maps, atlases. Globes to locate countries and describe features studied.	Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom. Use maps, atlases. Globes to locate countries and describe features studied Use eight point of a compass Use field work to observe, measure, record and present the human and physical features in the local area using a range of methods,	Understand geographical similarities and differences through the study of human and physical geography of a region in a European country Use the world's countries, using maps to focus Europe, countries and major cities
Art and Design	Learn about great artists, architects and designers in history Collage - Use tessellation, mosaics, montage, coiling and overlapping.- Sue Kershaw	To create sketch books to record observations and use them to review and revisit ideas Drawing- Different hardness, annotate sketches - Van Gough Digital Media - use camera to capture texture, colour, lines and create images/video	To improve their mastery of art and design techniques with a range of materials Learn about great artists, architects and designers in history Sculpture - Create and combine shapes and include texture Print - Repeat overlapping shapes, replicate print, make print blocks Amphora Greek Pottery

Cycle 2

Curriculum Overview



Subject	Autumn Dungeons and Dragons	Spring Best of British!	Summer Jurassic Forest
Design Technology	<p>Mechanics (Chariots) I can name some of the mechanisms that can create movement. I can experiment using different mechanisms. Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, gears). To design, make, evaluate and improve.</p> <p>Food (Cooking In The Curriculum) Identify which utensil is appropriate for different food preparation. Measure ingredients to the nearest gram accurately. (with support) Follow a recipe.</p>	<p>Materials- Bird box for the local environment To design, make, evaluate and improve. Cut materials accurately and safely by selecting appropriate tools. Measure and mark out to the nearest millimetre. Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs). Select appropriate joining techniques. Use a saw to cut a piece of wood to a given length. To know what designs require slots. To use sandpaper to create a desired shape. To hammer a nail into a piece of wood as a joining technique.</p> <p>Food (Cooking In The Curriculum) Prepare ingredients hygienically using appropriate utensils. Measure ingredients to the nearest gram accurately. Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).</p>	<p>Take inspiration from design throughout history - Greek Vases Identify different styles of notable designers. Recognise existing designs. Identify when a piece of art work was created in period of history. Identify some of the great designers in all of the areas of study to generate ideas for designs. Improve upon existing designs, giving reasons for choices.</p> <p>Food (Cooking In The Curriculum) Prepare ingredients hygienically using appropriate utensils. Measure ingredients to the nearest gram accurately. Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking).</p>
Science	Plants	Forces and magnets Rocks	Animals including humans -nutrition and structure Light - reflections and shadows
ICT	Text - Purple Mash Images/ Moving Images - Purple Mash Computer Science - Purple Mash	Text - Purple Mash/ J2e Computer Science - Purple Mash Sound - Audionet	Text - Purple Mash/ Powerpoint Statistics - Purple Mash Images/ Moving Images - Revelation Computer Science - Purple Mash Sound - Compose World Junior

Cycle 2

Curriculum Overview



Subject	Autumn Dungeons and Dragons	Spring Best of British!	Summer Jurassic Forest
Physical Education	<p>Year 3 Gymnastic: Improve skills of rolling, jumping, swinging, balancing, taking weight on hands; changing speed, direction, shape levels; using different combinations of floor and apparatus, working alone/ with partner. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space.</p> <p>Year 4 Gymnastic: Improve skills of rolling, jumping, swinging, balancing, taking weight on hands; changing speed, direction, shape levels; using different combinations of floor and apparatus, working alone/ with partner. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space. Swimming (10 lessons)</p>	<p>Year 3 Dance: Improve skills of travelling, jumping, turning, stillness, changing size/shape/level/ direction; increase range of body actions; compose, practice and perform actions with control. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space. Swimming (10 lessons)</p> <p>Year 4 Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space. Dance: Improve skills of travelling, jumping, turning, stillness, changing size/shape/level/ direction; using whole body control; explore and select actions which can be developed within chances, practiced and repeated.</p>	<p>Year 3 OAA: Improve skills of principles of safety in the outdoors, planning and recording in different activities, problem solving. Athletic: Improve skills of running, throwing, jumping; refine basic technique by emphasis on accuracy, time, measurement, length, distance. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space. Swimming (10 lessons)</p> <p>Year 4 OAA: Improve skills of principles of safety in the outdoors, planning and recording in different activities, problem solving Athletic: Improve skills of running, throwing, jumping, refine basic technique by emphasis on accuracy, time, measurement, length, distance. Games: Improve skills of travel, send chase, receive, dodge, avoid, attack, defend, control accuracy; movement into/out of space.</p>