

SHARE MAT Curriculum Plan Overview

Academy: Cowlersley Primary Academy

Year Group: Year 3/4

Subject	Half-term 1	Half-term 2	Half-term 3	Half-term 4	Half-term 5	Half-term 6
Year 3 / 4 topic driver	Anglo Saxons	Coasts	Rocky Times, Stone Age, Rocks and Fossils	Rainforests	Battles and invasions	Adventures in Cowlersley
English	Narrative writing based on a key focus text linked with history Writing Opportunities: Non Fiction Texts-information texts about how to hunt a wild animal in Anglo Saxon times	Narrative writing- Writing Opportunities (Character Description)	Stone Age Boy, Ug The Boy Genius – Portal story / Adventure. Persuasive writing (Setting description, character thoughts and speech, Own Portal Story, persuasive piece ‘Ug is a Genius’)	Krindlekrax, Ning Nang Nong, Jabberwocky – adventure and mystery, nonsense poems (Character description, alternative ending, setting description with suspense, nonsense poem)	The battle of Bubble and squeak – dialogue and plays, information leaflets (Role on the wall, character impressions, story ending prediction (after chapter 10), play scripts, Roman information leaflet)	Flat Stanley – Adventure Stories, Letters/persuasion and instructions (Setting description, character description, Adventure story, letter to the local council/persuasive writing, instructions for building a catapult)
Mathematics	- Investigating Number Systems - Pattern Sniffing - Solving Calculation Problems	- Generalising Arithmetic - Exploring Shape - Reasoning with Measures	- Generalising Arithmetic -Exploring Shape	- Reasoning with Measures -Discovering Equivalence -Reasoning with Fractions	-Solving Number problems -Investigating Statistics -Visualising Shape	-Exploring change -Proportional reasoning -Describing position
Science	Light (Y3) Electricity (Y4)	Sound (Y4) States of Matter (Y4)	Rocks and Fossils	Living things and their habitats	Light and Shadow	Sound
Art	<u>Sculpture</u> Create an Anglo saxon Sculpture using Clay.	<u>Printing</u> Print a design onto different mediums using different forms of printing. Evaluate.	Cave paintings/printing inspired by cave paintings (including pattern/tessellation)	Tingatinga Art – animals/flowers Edward Tingatinga	Exploring Tonal drawing – light and shadow	Landscapes inspired by the local environment. Experimenting with colour mixing to make it tonal. (Watercolours)
Computing / ICT	Online Safety Touch typing	Branching Databases Spreadsheets	Emailing	Coding	Simulations	Graphing
Design / technology	No DT as Art focus	No DT as Art focus	Moving Monsters – Investigate mechanisms (pneumatics, levers, pin wheels) and create rainforest animal with a moving component	Design, Build and Evaluate-Making Roman Catapults – variety of materials, including some mechanical components, design and create a working model of a Roman catapult. Develop ideas, compete to see which catapult works the best!		
French						
Geography	No Geography as History focus	Place study: A UK locality (eg Yorkshire coast, Lake District) <i>-change each cycle</i>	No Geography as History focus	Contrasting Biome : Explore physical and human geography within a contrasting biome to the UK – Tropical - Mozambique	No Geography as History focus	Mapping and Fieldwork: Focus on mapping the local area, creating sketch maps, symbols and own maps of a locality
History	Britain’s Settlement by Anglo-Saxons and Scots (Battle of Culloden- Jacobites) -Knowledge and Understanding	No History as Geography focus	Stone Age – Historical Enquiry	No History as Geography focus	Roman Empire- (A Chronological study) spread of the Roman empire and invasions	No History as Geography focus
Physical Education	Invasion games Throwing and catching - games and technique	Gymnastics – balancing, jumping and landing, rocking and rolling	Invasions Games – Basketball Rugby	Netball Gymnastics	HIT Yoga	Sports Day Sports Tennis

Religious Education	3.1 How do Jews remember Abraham and Moses 1	How do people express spirituality?	Kirklees Scheme –3.3 What do Christians believe about a good life?	Kirklees Scheme –3.4 What do creation stories tell us about our world?	Kirklees Scheme –3.5 Who can inspire us?	Kirklees Scheme –3.5 Who can inspire us?
Music	Charanga- Let your Spirit Fly P-Bones	Charanga- Glockenspiel P-Bones	Charanga – Three little Birds P-Bones	Charanga – The Dragon Song P-Bones	Charanga – Bringing us Together P-Bones	Charanga – Reflect, rewind, replay P-Bones
PSHE / Jigsaw	Jigsaw- Being me in my world	Jigsaw- Celebrating Difference	Jigsaw – Dreams and goals	Jigsaw – Healthy me	Jigsaw – Relationships	Jigsaw – Changing me