

Year 3 and 4 Curriculum map

Term	Theme	Memorable experience	Challenge	Love to read	Investigate	Art design	Computing	D&T	Geography	History	Maths	Music	PE	Science	PSHE
Autumn	Potions	Alice in Wonderland	Create a potion	Alice in Wonderland	How fast do different liquids pour?	Clay, drawing, collage, photography	Presenting info	Product development	Local area	Historic use of potions.  Art history	Measures Number Geometry	Improvising	Dance	States of matter	New beginnings
Autumn	Predators	Birds of prey visit	Ultimate predator	The Sheep Pig	Dissection of an owl pellet.	3D scale models	Algorithms Flow diagram Research Graphics Presentations	Select and use materials (collage and textiles)	Field work Using maps Countries and Continents	Fossils	Data handling Number-including money Fractions	Singing Composition	Athletics Personal best achievements	Food chains Fossils Plant parts and functions Water transportation plants Skeletal systems	Say no to bullying
Spring	Tremors	Visit sea shore/river bed	Emergency plan for volcano eruption	Non Fiction texts	What is sand? Which rocks erode the most?	Sculpture Photography clay	Presenting info	structures	Volcanoes and earth quakes Erosion Transportation Deposition	Ancient Rome and Pompeii	Measures Number Geometry	Composition	Adventurous outdoor activities  Gym	Rocks Electricity	Getting on and falling out
Spring	Traders and Raiders	Make sailing boats	Trade fair	Non-fiction texts- historical sources	What is the best material for building a boat?	Patterns Print making Sketch books	Animation Digital images	Jewellery Weapon making Model Saxon homes Clay Rune stones	Using maps settlements Europe	Anglo Saxons and Vikings	Using money Number Fractions	Singing and composing lyrics	Team invasion games	Materials	Going for goals  It's good to be me
Summer	Urban Pioneers	Bus trip to town	Make public art	Emil and the Detective/One End Street	How shadows are formed.  Sun safety	Photography Graffiti art Observational drawing	Digital maps Program Recording	Textiles	Field work geography skills	Local history study	Data handling Number Measures Geometry	Composition	Striking and fielding games	Light and dark Sources reflectors Shadows Sun safety	Being safe  Relationships
Summer	Heroes and Villains	Meet Cruella De Vil	Rap about heroes and heroines	101 Dalmatians/ The lion, the witch and the wardrobe		Sculpture and illustration	Web searches	Puppet making flip books	Local area	Historical settings for stories	Using money Number Fractions Data Handling	Singing and performance Compare music Listening and appreciation Notation Composition and rythm	Net games	Forces	Moral Issues and dilemmas Role models Good deeds Help people Values and goals Changes