

YEAR 3 and 4 CURRICULUM MAP – 2019/ 2020

		Autumn	Spring	Summer
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, nonfiction texts and reference books / text books and dictionaries (NC p35/36)		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing: narrative and non-narrative (NC p 39)		
	VGP	NC Appendix 2		
	Texts	The Twits	The Faraway Tree	The Lion, the Witch and the Wardrobe
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		Plants (Y3) Animals including Humans (Y3)	Rocks (Y3) Light (Y3)	Forces and Magnets (Y3)
		Working Scientifically – on going across the year		
Computing		Computer Science – write programs that accomplish specific goals. IT (Year 2) Digital Literacy	IT – use a variety of software packages, collect information, Digital Literacy (Year 2)	Computer Science – work with various forms of input/output IT - effective searching Presentation Digital Literacy
History		Local History- Bishop Auckland, Castle.	Ancient Greece	Anglo Saxons- Britain's Settlement Anglo Saxons/ Scots
Geography		Locational knowledge - exploring the UK – name and locate counties and cities of the UK, starting with Coundon, Bishop Auckland and London- geographical regions and human/physical features	Maps of Bishop Auckland- Field Trip Local Area- changes on the map. Simple scale drawing- using compass.	Geographical skills and fieldwork - using maps, atlases and globes
		Geographical skills and fieldwork – on going across the year		
D.T.		Structure - make a photo frame/mirror – to display a map of the UK or city etc.	Textiles- linked to Greek Art	Control - produce a book with moving parts
Art and Design		Architects and designers Printing – landscape/buildings	Drawing /painting/ sculpture – range of media L S Lowry	
		Create sketchbooks to record observations		
Music		Play and perform - rhymes/raps/action songs including 'Cave man song' – keeping pulse/beat Improvise and Compose - percussion band/ensemble – playing word rhythms using Stone-Iron Age ideas	Play and perform - notated, repeated rhythms – derived from UK cities/places: Sequence-structure-create textures (say/play) Listen and appraise - regional songs/dances - folk and national music	Play and Perform - tuned instruments: pentatonic / modal improvisation and compositions using Egyptian ideas Understand notation - Charanga notated music: soh-me (Kodaly-style) Egyptian Dawn etc.
		Music Education Hub: First Access Programme Delivery – Integration with curriculum teaching – continuation – impact (Durham Music Service)		
MFL		All About Me (QCA Unit 1) Introducing self and family Greeting people Counting 1-12	Games and Songs (QCA Unit 2) Saying what there is Giving opinions More counting (13-20)	Portraits (QCA Unit 4) Saying what you and other people have or don't have Saying what something is or is like
P.E.		Games & Gymnastics Games & Dance	Dance Games & Gymnastics	Games Dance & Athletics

Computing	<p>Year 2 - Computer Science - Understand that algorithms are implemented as programs on digital devices- send Beebot to match animal cards/identify families of animals /make routes using precise instructions - animals/ weather symbols/ oceans continents – using sets of arrow cards to make instructions Debug simple programs – did it reach the right place? Use of Probot for more complex instructions and programs</p> <p>IT -Create comic strip (Strip Designer app) Books (Creative Book Builder app). Rewrite stories/ character descriptions. Morfo app – as character from story. Design book covers</p> <p>Digital Literacy - Powerful passwords/storing safely. Communicating online safely and responsibly</p>	<p>Year 2 - Computer Science - Understand that algorithms are implemented as programs on digital devices – use of programming IPAD apps - Catos Hike Hopscotch ALEX- Using direction / map symbols (G) – treasure map</p> <p>IT – use a variety of software packages to complete a project on Me and My UK. Collect information, identify key elements and present findings</p> <p>Opportunity to use drawing packages, image editing, draw graphs or tables in spreadsheet, presentation software.</p> <p>Digital Literacy - product websites that encourage us to buy. Advertising. http://www.childnet-int.org/kia/primary/smartadventure/default.aspx</p> <p>Who should you tell? Reporting concerns</p>	<p>Computer Science_– work with various forms of input/output</p> <p>Turtle/probot/scratch onscreen turtle – use to draw some shape</p> <p>Turtle on screen software e.g. Textease – routes between Egyptian pictures – record program. Draw shapes in onscreen turtle/letters/ pictures e.g. a house</p> <p>IT – Effective searching when making leaflet/museum guide/catalogue of artefacts/newspaper article e.g. Tutankhamen’ tomb/a guide to mummification for beginners. Interview a tomb builder. Compose Egyptian music. Photograph artefacts. Egyptian adventure programs. Presentation on an aspect of ancient Egypt</p> <p>Digital Literacy - showing respect online Writing good emails - thank you to museum for visit</p>
R.E.	<p>Homes Promises Visitors Sacramental Prep - Reconciliation</p>	<p>Journeys Sacramental Prep - Eucharist Islam Giving all</p>	<p>Energy Choices Judaism Special Places</p>
<p>Statutory subject in all year groups Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools</p>			