Class 3 Curriculum Cycle B

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Unit Title</u>	Where are we?	World War 2	Mexican Madness	The Lancashire Cotton Industry	Turn that tap off!	Ancient Egyptians
E.A.T Opportunities	<u>Focus</u> Explore learning	<u>Focus</u> Think learning	<u>Focus</u> Explore learning	<u>Focus</u> Think learning	<u>Focus</u> Active learning	Focus Active learning
St Mary's Pupil Passport Experiences.	Play conkersNature scavenger huntWintery adventure walk	Make a wildlife homeYoga session	 Taste different foods Plant and grow own vegetables	STEM Learning WeekMuseum visitLook after a new animal	StargazingPond dipping	Den buildingBird watchingSnail racing
<u>Visit or Visitor</u>	Science themed visit or visitor	Speak to an athlete	Visit a restaurant/chef visit	Science Museum	Brockholes Sanctuary/ Martin Mere	Garden centre visit
Lead Subjects	Geography	History	Geography	History	Geography	History
<u>History</u>		World War 2		The Lancashire Cotton Industry		Ancient Civilizations
Geography	Settlements		The Americas: Mexico!		Rivers and the water cycle	
<u>PSHCE</u>	Families and Relationships	Health and Well-Being	Safety and the Changing Body	Citizenship	Economic Well-Being	Transition
<u>Science</u>	Electricity	Animals including Humans (nutrition)	Teeth and digestion	Forces	States of Matter	Plants- functions and parts
Art and Design		Observational drawing	Sculpture		Painting of water	
Physical Education	Dan (AFC Fylde)- FUNdamentals FUNdamentals Multi-skills	Dan (AFC Fylde)- Invasion Games Gymnastics	Dan (AFC Fylde)- Dance Outdoor Adventures	Dan (AFC Fylde)- Striking and Fielding Net and Wall Sports	Dan (AFC Fylde)- Striking and Fielding Swimming	Dan (AFC Fylde)- Athletic Activities Swimming
<u>Design</u> <u>Technology</u>	Board game with an electronic component			Levers and Linkages		Woodwork-planter
Modern Foreign Language	Playtime	My Home	My Town	Describing People	The Body	Sport
Music	Let Your Spirit Fly	Glockenspiel: Stage 2	Stop!	Easter Production	The Dragon Song Bringing Us Together	Reflect, Rewind and Replay
Computing	Unit 3.1 and 4.1 Coding Unit 4.2 Online Safety	Unit 4.2 Online Safety Unit 4.3 Spreadsheets	Unit 4.4 Writing for Different Audiences Unit 4.5 Logo	<u>Unit 4.5 Logo</u> <u>Unit 4.6 Animation</u>	Unit 4.7 Effective Search	Unit 4.8 Hardware investigators

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Lead Subjects	Geography	History	Geography	History	Geography	History
<u>History</u>		World War 2 Substantive Concept: Childhood Disciplinary concept –consequence What was the consequence of WW2 on children's lives?	Ancient Civilisations (Mayans) Substantive Concept: Civilisations Disciplinary concept -similarities and difference How much did Ancient Sumer, Shang, China and the Indus civilisation have in common?	The Lancashire cotton Industry (Local Black History Unit) Substantive Concept: Rights, Justice and Equality Disciplinary concept – Sources and Evidence What can you discover about the cotton industry and its impact on the population of Lancashire? What effect did the cotton famine have on the local population?		Ancient Egypt Substantive Concept: Leadership Disciplinary concept -historical interpretations What do different sources reveal about Queen Nefertari?
Geography	Settlements Are settlements the same all around the world? • identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night) • physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle		The Americas: Mexico! How amazing are the Americas? locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water		Rivers and the water cycle How does a river change along its course? • Describe and understand key aspects of: physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle	

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	Families and Relationships	Health and Well-Being	Safety and the Changing Body	<u>Citizenship</u>	Economic Well-Being	<u>Transition</u>
PSHCE	 Understand of the need for rules for PSHE lessons. Understand that problems occur in friendships and that violence is never right. Understand what bullying is and what to do if it happens. Understand that families love and support each other but sometimes problems can occur and help is available if needed. Understand how toys can reinforce gender stereotypes and recognise male and female stereotyped characters. Understand that stereotypes arise from a range of factors, including explaining some which are associated with age. Understand that stereotypes about disabilities are untrue. Understand that what they do and say has an effect on other people. Understand how to show that you are listening and describe what a good listener is. Understand that manners vary in different situations. Understand the similarities and differences that can exist between people and how to show respect. Understand that families are all different and that the country people live in can influence these differences. 	 Create a healthy diary, where energetic activities and high energy food are scheduled for the same day. Show understanding that food choices, exercise, dental hygiene, positive relationships and managing feelings are all important to keeping healthy. Identify and share key facts about dental health. Identify strengths in their peers' work. Describe a calm place that helps them to feel relaxed. Write or describe their strengths and how they could use these in school. Describe how they would break a problem down into small, achievable goals. Understand the range of emotions we can experience. Express their feelings; offer suggestions of what to say when setting a boundary and make note of things they like and dislike to help them create boundaries. Understand what mental health is and that sometimes people might need help. 	 Send an email which describes some of the best ways to avoid being tricked by fake emails. Understand the reasons for legal age restrictions. Demonstrate an understanding of how search engines work and whether information us useful. Understand some of the risks of smoking and some of the benefits of being a non-smoker. Identify a casualty who is having an asthma attack. Understand choices that they can make and those that are made for them. Understand it is most important to ensure the safety of myself and others when faced with an emergency situation. Explain rules for keeping safe near roads. 	 Describe the benefits of recycling. Know that there are different groups within the local community and how they use community buildings/places. Describe in simple terms the role of a local councillor. Being able to justify why one issue might be more important than another to local people. Understand the need for rules and the reason for having consequences of breaking rules. Understand that children have rights and how these benefit them. Understand what human rights are and why they are important. 	 Understand that a range of things might influence our spending decisions. Understand how to create a simple budget. Understand how situations involving money can affect our feelings. Understand that a wide range of jobs are available and that skills and interests lead people to certain jobs. Year 4 only Understand the factors which can make something good value for money, as well as other factors that affect purchasing decisions. Understand how to keep track of money and why this is important. Understand ways in which we can lose money and the range of feelings associated with losing money. Understand that there are a range of influences on job choices and that these can be positive or negative. Year 3 and 4 Understand that people can change their job. 	 Understand past achievements and how goals can help us to achieve in the future. Understand that change is part of life and that there are strategies that they can use to help them cope with change.
<u>Science</u>	 Electricity identify common appliances that run on electricity construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery 	Animals including humans (nutrition) identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat identify that humans and some other animals have skeletons and muscles for support, protection and movement	 Teeth and digestion describe the simple functions of the basic parts of the digestive system in humans identify the different types of teeth in humans and their simple functions construct and interpret a variety of food chains, identifying producers, predators and prey 	 Forces observe how magnets attract or repel each other and attract some materials and not others compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials describe magnets as having 2 poles predict whether 2 magnets will 	 States of matter compare and group materials together, according to whether they are solids, liquids or gases observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C) identify the part played by evaporation and condensation in the water cycle and associate the 	 Plants- functions and parts identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant investigate the way in which water is transported within plants

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	 recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit recognise some common conductors and insulators, and associate metals with being good conductors 			depending on which poles are facing	rate of evaporation with temperature	
Art and Design		 Observational drawing To know that negative shapes show the space around and between objects. To know that different drawing tools can create different types of lines. To know that texture in an artwork can be real (what the surface actually feels like) or a surface can be made to appear textured, as in a drawing using shading to recreate a fluffy object. To know how to use texture more purposely to achieve a specific effect or to replicate a natural surface. To know that using lighter and darker tints and shades of a colour can create a 3D effect. To know that lines can be lighter or darker, thicker or thinner and that this can add expression or movement to a drawing. To know how to use basic shapes to form more complex shapes and patterns. 	 Sculpture To know that three dimensional forms are either organic (natural) or geometric (mathematical shapes like a cube). Know that complementary colours appear opposite each other on the colour wheel, and when placed next to each other, a strong contrast or 'clash' is created. Know that paint colours can be mixed using natural substances and that prehistoric peoples used these paints. To know some basic rules for shading when drawing, e.g. shading in one direction, blending tones smoothly and with no gaps. To know that shading is used to create different tones in an artwork and can include hatching, cross-hatching, scribbling and stippling. To know that using lighter and darker tints and shades of a colour can create a 3D effect. To know that tone can be used to create contrast in an artwork. To know that adding black to a colour creates a shade. To know that organic forms can be abstract. 		 Painting of water Know that complementary colours appear opposite each other on the colour wheel, and when placed next to each other, a strong contrast or 'clash' is created. Know that paint colours can be mixed using natural substances and that prehistoric peoples used these paints. To know some basic rules for shading when drawing, eg shading in one direction, blending tones smoothly and with no gaps. To know that shading is used to create different tones in an artwork and can include hatching, cross-hatching, scribbling and stippling. To know that using lighter and darker tints and shades of a colour can create a 3D effect. To know that tone can be used to create contrast in an artwork. To know that adding black to a colour creates a shade. To know that adding white to a colour creates a tint. 	
<u>Design</u> <u>Technology</u>	Board game with an electronic component use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups understand and use electrical systems in their products [for			 Levers and Linkages generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design investigate and analyse a range of existing products evaluate their ideas and products against their own design criteria and consider the views of others to improve their 		Woodwork-planter Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately

	incorporating switches, bulbs, buzzers and motors]			 understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] 		
Physical Education	Dan (AFC Fylde)- FUNdamentals FUNdamentals Multi-skills	Dan (AFC Fylde)- Invasion Games Gymnastics	Dan (AFC Fylde)- Dance Outdoor Adventures	Dan (AFC Fylde)- Striking and Fielding Net and Wall Sports	Dan (AFC Fylde)- Striking and Fielding Swimming	Dan (AFC Fylde)- Athletic Activities Swimming
Music	Let Your Spirit Fly Theme: RnB and other musical styles. Listening to the additional four songs/pieces in this Unit will support and enrich the children's understanding of its theme, while deepening their musical knowledge and experience. Most children should know the difference between pulse and rhythm. Others will know how pulse, rhythm and pitch work together to create a song.	Glockenspiel: Stage 2 Theme: Exploring and developing playing skills using the glockenspiel. Most children will know the difference between pulse and rhythm and be able to keep the internal pulse. Some children will start to make their own musical decisions and get involved in musical leadership, creating musical ideas for the group to copy or respond to.	Stop! Theme: Grime and other styles of music. Listening to the additional four songs/pieces in this Unit will support and enrich the children's understanding of its theme, while deepening their musical knowledge and experience. Most children should know the difference between pulse and rhythm. Others will start to make their own musical decisions and get involved in musical leadership, creating musical ideas for the group to copy or respond to.	Easter Production	The Dragon Song Themes: Traditional Folk tunes from around the world, celebrating our differences and being kind to one another. Listening to the additional four songs/pieces in this Unit will support and enrich the children's understanding of its theme, while deepening their musical knowledge and experience. Most children should know the difference between pulse and rhythm. Others will know how pulse, rhythm and pitch work together to create a song. Bringing Us Together Theme: This is a Disco song about friendship, peace, hope and unity. Listening to the additional four songs/pieces in this Unit will support and enrich the children's understanding of its theme, while deepening their musical knowledge and experience. Most children should know the difference between pulse and rhythm. Others will know how pulse, rhythm and pitch work together to create a song.	Reflect, Rewind and Replay
	<u>Playtime</u>	My Home	My Town	<u>Describing People</u>	<u>The Body</u>	<u>Sport</u>
<u>Modern</u> <u>Foreign</u> <u>Languages</u>	 Pick out familiar words and phrases from a spoken sentence. Say and write a few sentences about themselves in the first person from memory. Prepare and present some basic instructions for a playground game. Recite some verses of a song from memory. Use knowledge of French phonics to spell some simple words correctly. 	 Identify a given sound most times it appears when listening to a song. Recognise some familiar words and phrases in a spoken story. Use numbers and colours in descriptions. Say and write from memory several sentences about where they live and their daily routine, with good pronunciation. 	 Understand and be able to give simple directions to town buildings. Say and write from memory a few sentences about where they live. Be able to recognise some French prices with minimal aid. Read part of a story aloud to the class, with some support. Play French word games with increasing levels of accuracy, 	 Recognise and use singular subject pronouns and the present tense singular forms of some common verbs. Grasp the concept that some sentence structures differ in French. Give short verbal and written descriptions of family and friends, using full sentences from memory and with accurate pronunciation. 	 Be able to identify the gender of a noun from its article when listening and reading. Use the correct article with some common nouns when speaking and writing. Recite a simple French rhyme from memory, with some verbal or visual prompts. Describe things using simple adjectives. 	 Identify the gender of a noun in a sentence when listening to it. Say or write a few sentences about sports that they can do or like playing, and ask others about what they like to play. Use a bilingual dictionary to look up the French translations of English words and the meanings of unfamiliar French words. Follow a model to write sentences in the first person using common verbs.

	 Express opinions using basic sentences. Follow and understand the majority of a written text when listening to it read aloud. 	 Respond to a spoken question with a written answer in a full sentence. Confidently say sentences where the word order differs to English. Be able to give the gender of a 	including completing and reordering sentences correctly.	 Use the correct articles with plural nouns when prompted. Write some simple French sentences to give a summary of a character from a story. 	 Frequently recognise and identify different subject pronouns when reading. 	 Become increasingly confident in recognising and understanding French sentences with different word orders.
Computing	 Unit 3.1 Coding To understand what a flowchart is and how flowcharts are used in computer programming. To understand that there are different types of timers and select the right type for purpose. To understand how to use the repeat command. To understand the importance of nesting. To design and create an interactive scene. Unit 4.1 Coding To begin to understand selection in computer programming. To understand how an IF statement works. To understand how to use coordinates in computer programming. To understand the 'repeat until' command. To understand what a variable is in programming. To understand what a variable is in programming. To use a number variable. To create a playable game. Unit 4.2 Online Safety To understand how children can protect themselves from online identity theft. To understand that information put online leaves a digital footprint or trail and that this can aid identity theft. To identify the risks and benefits of installing software including apps. To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. 	noun from its article. Unit 4.2 Online Safety To understand how children can protect themselves from online identity theft. To understand that information put online leaves a digital footprint or trail and that this can aid identity theft. To identify the risks and benefits of installing software including apps. To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. To identify appropriate behaviour when participating or contributing to collaborative online projects for learning. To identify the positive and negative influences of technology on health and the environment. To understand the importance of balancing game and screen time with other parts of their lives. Unit 4.3 Spreadsheets To format cells as currency, percentage, decimal to different decimal places or fraction. To use the formula wizard to calculate averages. To combine tools to make spreadsheet activities such as timed times tables tests. To use a spreadsheet to model a real-life situation. To add a formula to a cell to automatically make a calculation in that cell.	Unit 4.4 Writing for Different Audiences To explore how font size and style can affect the impact of a text. To use a simulated scenario to produce a news report. To use a simulated scenario to write for a community campaign. Unit 4.5 Logo To learn the structure of the coding language of Logo. To input simple instructions in Logo. Using 2Logo to create letter shapes. To use the Repeat function in Logo to create shapes. To use and build procedures in Logo.	Unit 4.5 Logo To learn the structure of the coding language of Logo. To input simple instructions in Logo. Using 2Logo to create letter shapes. To use the Repeat function in Logo to create shapes. To use and build procedures in Logo. Unit 4.6 Animation To discuss what makes a good animated film or cartoon. To learn how animations are created by hand. To find out how animation can be created in a similar way using the computer. To learn about onion skinning in animation. To add backgrounds and sounds to animations. To be introduced to 'stop motion' animation. To share animation on the class display board and by blogging.	Unit 4.7 Effective Search To locate information on the search results page. To use search effectively to find out information. To assess whether an information source is true and reliable.	Unit 4.8 Hardware investigators To understand the different parts that make up a computer. To recall the different parts that make up a computer. Unit 4.11 micro:bit To understand how sensor inputs from the accelerometer can be used to detect movement, such as when a step is taken. To understand how variables can be used to keep track of things in a program. To understand how inputs, outputs and computer code work together to make control systems. To understand what logic is and how it can be used to make different outputs happen according to different inputs. To be able to make a control system and game.

To identify appropriate behaviour		
when participating or		
contributing to collaborative		
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To identify the positive and		
negative influences of technology		
on health and the environment.		
To understand the importance of		
balancing game and screen time		
with other parts of their lives.		