Key Stage Two Year 3 and 4 Long Term Plan Cycle B

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Topic Title	Heroes and Villains		Colours of the world		Beyond My Window		
History	The Anglo Saxons and Vikings				Stone age to Iron age		
Geography	Anglo Saxon settlements and place names – locate on maps		Place knowledge Understand the geographical similarities and differences through a study of human and physical geography within South America – Amazon rainforests				
Science	States of Matter Compare and group mateliquid or gas Observe that some mater they are heated or cooled temperature at which this Identify the part played be condensation in the water rate of evaporation with	rials change state when d and mausure the s happens in degrees c y evaporation and or cycle and associate the	Identify how sounds are made them with something vibrations from somedium to the ear. Find patterns between the profession of the object that profession in the sounds get for from the sound source incression. Light Recognise that they need light and that dark is the absence Notice that light is reflected Recognise that light from the and that there are ways to profession is shadows are form by a solid object Find patterns I the way that change.	ing bounds travel through a bitch of a sound and the roduced it. ainter as the distance ases. the in order to see things of light from surfaces e sun can be dangerous protect eyes and when light is blocked	Electricity Identify common appliances that run on electric Construct simple circuits to include cells, wires bulbs, switches and buzzers Identify whether or not a lamp will light in sime circuit based on whether or not the lamp is para a complete loop with a battery Recognise a switch opens and closes a circuit Recognise common conductors and insulators Rocks and Soils Compare and group rocks on the basis of appearance and simple physical properties. Describe how fossils are formed when things to live are trapped in rocks Recognise soils are made from rock and organimatter.		

Art	Painting skills through the stimulus of Andy Warhol/Ray lichen pop art Comic strip superheroes. Work on a range of scales, selecting the most appropriate sized brush Experiment with different effects and textures including watercolour washes and thickened paint		Carnival masks/capes – linked to printing Create freehand repeating patterns using printing blocks using at least 2 different colours or patterns. Create printing blocks using a relief or impressed method and over printing using at least 2 colours or patterns		Collage – appreciate the art work of Vincent van gough. Use sunflowers as stimulus Overlap and layer a range of materials to represent objects or different textures. Use viewfinders /magnifying glasses to simplify what is observed and recreate it in collage	
Design Technology	Working with tools and components to create superhero vehicle (make) Measure, mark, cut and score materials independently within 1cm accuracy and 5mm accuracy Create a simple frame Incorporate a circuit		Food – from South America Work safely and hygienically to chop and peel and grate and combine a range of ingredients Prepare and cook savoury dishes		Design and make props and costumes for end of term production.	
Music	Guitars - East riding music service Charanga Year 4 Autumn term		Charanga Year 4 Spring Term		Charanga Year 4 Summer Term	
Modern Foreign Languages	I languages – listen speak read write Animals Learning a story Parts of the body Colours Facial features/size Food Goldilocks The snowman		I languages – listen speak read write Food Revision of numbers Months French maths Dates, birthdays and name days Personal descriptions Little red riding hood Family		I languages – listen speak read write Clothes Colours The hedgehog story Food Phrases about the weather	
PSHCE	Happy Centred Schools Relationships	Happy Centred Schools Self -confidence	Happy Centred Schools coping	Happy Centred Schools Coping	Happy Centred Schools Support	Happy Centred Schools Achievement and success
R.E	Remembering		Faith Founders		Encounters	
P.E	Invasion games Swimming		Fitness skills Dance and Gym		Athletics Striking and fielding Dance /Gym	

		My Hero	New Country The Zoo		My very own game	
Computing	Create a presentation with slides with animations and transition effects. Edit digital content to improve it, according to feedback. Create graphics with texts and images.	 Combine text (fonts, colours, backgrounds), images, voice recordings and videos to create a digital book. Edit digital content to improve it according to feedback. Create and edit a video by combining text, music, and images. Design and create digital logos and graphics combining fonts and text. Create a contents page, a blurb and add page numbers. Describe how I can search for information within a wide group of technologies (e.g. social media, image sites, video sites). Explain why copying someone else's work from the internet without permission can cause problems and give examples of what those problems might be. 	 Use the camera accurately to create a short clip for editing. Plan videos content by using scripts. Combine animated characters and voice recordings for particular effects. Edit digital content to improve it, according to feedback. Plan a movie with scripts that have a beginning, middle and end and combines text, music, and images. 	 Build a webpage that includes text, images and videos. Plan videos content by using scripts. Edit digital content to improve it, according to feedback. Organise a movie adding titles, images and effects. Create graphics with texts and images. Create different graphs and tables and interpret them. When searching on the internet for content to use, explain why you need to consider who owns it and whether you have the right to reuse it and give some simple examples. 	 Remove the background from images Use photo editing tools to improve images. Create digital books/posters by combining text, images, voice recordings, and videos. Create a video by combining text, images and music. Use a keyboard accurately with two hands to type and format documents. Design and create a prototype game and make improvements following feedback. Review a game and make improvements by debugging. Create a program using a range of events/inputs to control what happens. Work with various forms of input/output. Explain why spending too much time using technology can sometimes have a negative impact and can give examples of activities where it is easy to spend a lot of time engaged online (e.g. games, films, videos). Describe and explain some of the methods used to encourage people to buy things online (e.g. advertising offers; in-app purchases, pop-ups) and can recognise some of these when they appear online. 	