

Year 3 and 4

Foundation curriculum

CYCLE A- 2025-2026

SUBJECT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
History		<u>Prehistoric Britain</u> How settlements, food, communities and beliefs changed across the Palaeolithic, Mesolithic, Neolithic, Bronze Age and Iron Age		<u>Ancient Egypt</u> The role of the pharaoh in Ancient Egypt, and examining pyramids, mummification and conquest in the Egyptian empire		<u>Ancient Greece</u> The contributions made by the city-states of Ancient Greece, and how these influence our lives today
Geography	<u>The United Kingdom</u> Children study the countries and regions of the UK. Learn how to read an OS and look at physical features of the UK.		<u>Volcanoes</u> Children study the structure of the Earth. Plate tectonics, how volcanoes form and what happens when they erupt.		<u>Looking at Europe</u> Children study and compare different regions of Europe. Look at tourism and its impact and learn about European capitals.	
Science	<u>Physics - Forces and Magnets</u> Contact and non-contact forces Investigate surfaces Magnetic forces	<u>Physics - Light</u> Relationship between light and how we see Reflection Formation of shadows	<u>Physics - Electricity</u> Simple series circuits Conductors and insulators	<u>Biology - Plants</u> Parts and function of flowering plants Life cycle Pollination	<u>Physics - Sound</u> How are sounds made? Exploring volume, pitch and sound insulation	<u>Biology - Food & Digestion</u> The human digestive system and food relationships in ecosystems
Computing	<u>Branching databases</u> Building and using branching databases to group objects using yes/no questions.	<u>Sequencing sounds</u> Creating sequences in a block-based programming language to make music.	<u>Events and actions in programmes</u> Writing algorithms and programs that use a range of events to trigger sequences of actions	<u>Data logging</u> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	<u>Desktop publishing</u> Creating documents and modifying text, images and page layouts for a specific purpose.	<u>Repetition in games</u> Using a block-based programming language to explore count-controlled and infinite loops when creating a game.

Art	Gestural Drawing with Charcoal Making loose, gestural drawings with charcoal and exploring drama and performance.	Working with Shape and Colour "Painting with Scissors": Collage and stencil in response to looking at artwork.	Telling Stories Through Drawing & Making Explore how artists are inspired by other art forms - in this case how we make sculpture inspired by literature and film.	Cloth, Thread, Paint Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	Making Animated Drawings Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.	Using Natural Materials to Make Images Using natural pigments and dyes from the local environment to make art. Exploring Cyanotype and Anthotype.
Design Technology	<u>Picture Frames</u> Picture frames that would be made and sold in a commercial context.		<u>Keeping it Contained</u> A solution for users who struggle to keep possessions safe in their bag.			
PE	Ball Skills Hockey	Yoga Gymnastics	Fitness Dance Swimming	Netball Tennis OAA	Rugby Athletics	Football Rounders
RE	<u>Christianity</u> Harvest festival How do people of faith say thank you to God for the harvest?	<u>Christianity</u> Has Christmas lost its true meaning? The meaning of Christmas to Christians including extending kindness and considering why Jesus was born (the incarnation).	<u>Christianity</u> Could Jesus heal people? Did He perform miracles or was there some other explanation? Jesus' Miracles including the healing of the leper, the healing of the wise man and the healing	<u>Christianity</u> What is 'good' about Good Friday? The Easter story and its meaning to Christians in the belief that Jesus came back to life and therefore they may receive life after death.	<u>Hinduism</u> What do some deities tell Sanatanis about God? Brahman, Ganesha, Vishnu	<u>Christianity</u> The Church Worship the same? Do people worship God in the same way?

			of the paralysed man.			
French	Les Salutations I am learning French	Numbers Colours	Animals	Fruits	I am able	Days of the week
PSHCE	Setting personal goals Self-identity and worth Positivity in challenges Rules, rights and responsibilities Rewards and consequences Responsible choices Seeing things from others' Perspectives.	Families and their differences Family conflict and how to manage it (child-centred) Witnessing bullying and how to solve it Recognising how words can be hurtful Giving and receiving Compliments	Difficult challenges and achieving success Dreams and ambitions New challenges Motivation and enthusiasm Recognising and trying to overcome obstacles Evaluating learning processes Managing Feelings Simple budgeting	Exercise Fitness challenges Food labelling and healthy swaps Attitudes towards drugs Keeping safe and why it's important online and offline scenarios Respect for myself and others Healthy and safe choices	Family roles and responsibilities Friendship and negotiation Keeping safe online and who to go to for help Being a global citizen Being aware of how my choices affect others Awareness of how other children have different lives Expressing appreciation for family and friends	How babies grow Understanding a baby's needs Outside body changes Inside body changes Family stereotypes Challenging my ideas Preparing for transition
Music	A Shining Performance Be confident with reading and playing G, A and B (doh re me) in a new context.	Sing and Move Sing songs with attention to expression and dynamics, following the conductor's cues.	Music and Video Use storyboards to sequence and structure a music video.	Percussion Power Compose song accompaniments on untuned percussion using known rhythms and note values.	Music and Sound Add an accompaniment to a song/piece of music	Sound Exploration Aurally identify dimensions in music such as pitch, duration and texture.

