| Zetland Primary   |                          | Connected Curriculum  | Key Stage: Lower Key Stage 2  | Year group:     Year 3 and 4     Cycle B       Summer :     A Walk Round Redcar  |  |  |
|---|--------------------------|---|---|--|--|--|
| School  |                          | Autumn : Inventors and Inventions   | Spring : Anglo-Saxons and Vikings   |  |  |  |
| Speaking & Listening<br>Reading: Guided reading<br>Non-fiction, reference<br>books/textbooks,<br>dictionaries<br>Writing: Non-narrative<br>Transcription,<br>Handwriting, VGP | English                  | Focus Text:<br>The Iron Man, T Hughes   | Focus Text:<br>Bone Breaker,Peter J Murray  | Focus Text:<br>A Walk Round London   |  |  |
|   |                          | <b>Reading:</b><br>Fiction: wide range  | <b>Reading:</b><br>Fiction: Myths and Legends<br>Play scripts   | <b>Reading:</b><br>Fiction: wide range   |  |  |
|   |                          | Writing:<br>Narratives  | <b>Writing</b> :<br>Myths and Legends<br>Play scripts   | <b>Writing</b> :<br>Narratives   |  |  |
| <b>Number</b><br><i>M</i> easurement<br>Geometry<br>Statistics<br>Curriculum application  | Maths                    | Number<br>Measurement – measures, money, time<br>Geometry<br>Statistics   | Number<br>Measurement<br>Geometry- shape<br>Statistics  | Number<br>Measurement<br>Geometry – position and direction<br>Statistics   |  |  |
| Working<br>Scientifically   | Science                  | <ul> <li>Electricity</li> <li>Identify common appliances that run on electricity.</li> <li>Construct a simple series electrical circuit identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.</li> <li>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.</li> <li>Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.</li> <li>Recognise some common conductors and insulators, and associate metals with being good conductors.</li> <li>Light</li> <li>Recognise that they need light in order to see things and that dark is the absence of light.</li> <li>Notice that light is reflected from surfaces.</li> <li>Recognise that shadows are formed when the light from a light source is blocked by a solid object.</li> <li>Find patterns in the way that the size of shadows change.</li> </ul> | Forces and Magnets<br>Compare how things move on different surfaces.<br>Notice that some forces need contact between two objects, but magnetic<br>forces can act at a distance.<br>Observe how magnets attract or repel each other and attract some materials<br>and not others.<br>Compare and group together a variety of everyday materials on the basis of<br>whether they are attracted to a magnet, and identify some magnetic materials.<br>Describe magnets as having two poles.<br>Predict whether two magnets will attract or repel each other, depending on<br>which poles are facing. | <ul> <li>Plants 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  Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal. Animals (Animals, including humans) Identify that animals 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 have skeletons and muscles for support, protection and movement. Construct and interpret a variety of food chains, identifying producers, predators and prey. Living things and their habitats  Recognise that living things can be grouped in a variety of ways.  Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.  Recognise that environments can change and that this can sometimes pose dangers to living things.</li></ul> |  |  |
| Chronology<br>Knowledge &<br>Understanding<br>Enquiry<br>Historical terms<br>Historical sources   | History                  | A study of an aspect or theme in British History that extends pupils' chronological knowledge beyond 1066 Inventions  | Anglo- Saxon and Scots<br>Britain's settlement by Anglo-Saxons and Scots<br>Vikings and Anglo-Saxons<br>The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of<br>Edward the Confessor   | <b>A Local History Study:</b><br>Coasts/Redcar/Lifeboats   |  |  |
| Geographical skills and<br>fieldwork: Use maps,<br>atlases, globes and<br>digital/computer mapping<br>to locate countries and<br>describe features<br>studied.                | Geography                | <b>Locational knowledge</b> : in the context of the history topic<br>Locate the world's countries, using maps concentrating on countries<br>and major cities.   | <b>Place knowledge:</b><br>Understand geographical similarities and differences through the study of<br>human and physical geography of:<br>a region of the United Kingdom / a region in a European country,  | Locational knowledge: coasts<br>Name and locate counties and cities of the United Kingdom, geographical regions ar<br>their identifying: key topographical features: coasts and rivers<br>Geographical skills and fieldwork<br>Use the eight points of a compass, four grid references, symbols and key (including to<br>use of Ordnance Survey maps) to build their knowledge of the United Kingdom.<br>Use fieldwork to observe, measure, record and present the human and physical feature<br>in the local area using a range of methods, including sketch maps, plans and graphs<br>and digital technologies.  |  |  |
| Design and Make<br>Skills and techniques<br>Evaluate<br>Knowledge of ' <i>artists</i> '   | Art and<br>design        | <b>Drawing, painting, craft</b><br>Artists and designers<br>Design of plates and cups: abstract designs – Kandinsky/ Clarice Cliff  | <b>Drawing and painting</b><br>Artists<br>Composition: Myths and Legends - George and the Dragon - Paolo Uccello  | <b>Drawing and sculpture</b><br>Designers: Sculpture in the locality   |  |  |
| Design<br>Make<br>Evaluate  | Design and<br>technology | <b>Technical knowledge:</b> Electrical systems<br>Understand and use electrical systems in their products e.g. series<br>circuits incorporating switches, bulbs, batteries, <i>buzzers and motors</i> .   | <b>Materials and Components:</b> Textiles<br>Select and use a wider range of materials and components including textiles<br>according to their functional properties and aesthetic qualities.   | <b>Cooking and Nutrition:</b><br>Understand and apply the principles of a healthy and varied diet<br>Prepare and cook a variety of predominantlys avoury dishes using a range of cooking<br>techniques<br>Understand seasonality, and know where and how a variety of ingredients are grown,<br>reared, caught and processed.  |  |  |

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| E- safety  | Computing             | E- safety<br>Using technology   |   | Computer networks  |   | Algorithms and programming   |  |
| Speaking & Listening<br>Reading<br>Writing       | Languages             | French  |   | French   |   | French   |  |
| History of Music-<br>knowledge &<br>appreciation | Music                 |   | Vivaldi<br>The Four Seasons   |  |   | Singing<br>Percussion<br>Sea shanties  | Debussy  |
| Participation, Evaluation<br>and Improvement     | Physical<br>education | Fundamental Skills:<br>Gymnastics<br>Develop flexibility, strength,<br>technique, control and balance | <b>Cross-country /Orienteering:</b><br>Take part in outdoor and<br>adventurous activity challenges both<br>individuallyand within a team. | Attacking and Defending Games:<br>Football/Hockey<br>Use running, jumping, throwing and<br>catching in isolation and in combination.<br>Play competitive games and apply<br>basic principles suitable for attacking<br>and defending | Dance:<br>Perform dances using a range of<br>movement patterns. | <b>Net and Wall Games: Tennis</b><br>Use running, jumping, throwing and<br>catching in isolation and in combination. | Athletics<br>Develop flexibility, strength, technique,<br>control and balance. |