

Year 3/Year 4 Yearly Overview 	Autumn Term	Spring Term	Summer Term
	Invasion (History Driver) What was it like to be a Viking?	Misty Mountain, Windy River (Geography Driver) Why are mountains so majestic?	Ancient Civilisations (History Driver) What would you be in Ancient Egypt?
Topic Overview	In the Invasion project, your will explore the effects of the Roman withdrawal and the chronology and geography of subsequent invasions. You will study the Anglo-Saxons and Vikings in detail, examining their reasons for invading, their settlements and their everyday life. You will also look at monasteries and the Anglo-Saxon legacy. You will consider how we know about life in this period and investigate the Sutton Hoo ship burial. You will learn about Athelstan, an Anglo-Saxon king, and what happened after his death, before ending the project by learning about the Norman invasion of 1066.	In the Misty Mountain, Winding River project, you will learn about the characteristics and physical processes of rivers, including how they shape the landscape over time, their significance around the world and the impact of flooding. You will learn how to use the eight points of a compass, four and six-figure grid references, symbols and a key to locate and plot geographical places and features on a map, as well as how contour lines are used to show the topography of an area. You will have the opportunity to learn about the stages of the water cycle and about mountains and their different formations, studying mountain ranges in the United Kingdom and around the world. You will also learn about habitats and how human and natural influences can have an impact on the environment.	In the Ancient Civilisations project, you will learn about three of the earliest civilisations in the world; ancient Sumer, ancient Egypt and the Indus Valley civilisation. You will study the ancient Sumerian and ancient Egyptian civilisation in detail, to discover how crucial factors like water sources and farming helped them to develop and thrive. They will find out about important inventions and the growth of cities. You will also study the lives of different people in society, including the roles of kings and pharaohs. The children will reflect on their learning by identifying the similarities and differences between the two civilisations, before studying the Indus Valley civilisation independently. You will explore sources of evidence about the location of the Indus Valley, cities and trade, and note the reasons why historians know less about the Indus Valley than other ancient civilisations.
WOW Day	Murton Park/Jorvik Viking Centre	Newark River with workshop from the Canal and Rivers Trust	WOW Day – Canopic Jars, Mummification, Virtual Tour
Local Links	Vegetable stand on a Thursday - Fresh food, good food. Weaving group - Warp and Weft	Holmes woodland area Bassingham Water Colour Club – Vista Owl, Rabbit, Horse sculptures in Bassingham	Pulley systems/forces in Forest School Tomb Raider

Themed Events	European Day of Languages	World Kindness Day	Children’s Mental Health Week	World Book Day	International Dance Day	Father’s Day
	Black History Month	Children in Need		Comic Relief		Pride Month
	Harvest Festival	Odd Socks Day	World Religion Day	World Maths Day	Walk to School Week	Disability Awareness Day
	National Teaching Assistants Day	Anti-Bullying Week	Safer Internet Day	Mother’s Day		World Environment Day
Key Texts	National Fitness Day			British Science Week		Children’s Art Week
	The Saga of Erik the Viking (Terry Jones)		Song of the Dolphin Boy (Elizabeth Laird)		The Miraculous Journey of Edward Tulane (Kate DiCamillo)	
	How to Train Your Dragon (Cressida Cowell)		James and the Giant Peach (Roald Dahl)		Secrets of a Sun King (Emma Carroll)	
Writing	Place Value of Punctuation	Norse Myths	Diaries	Letter	Free verse poetry	Stories from other cultures
		Play Script	Leaflet	Descriptive Poetry	Instructions	Calligrams
Maths	Place Value		Multiplication and Division		Decimals	
	Addition and Subtraction		Length and Perimeter		Money	
	Measurement		Fractions		Time	
	Multiplication and Division		Decimals		Shape	
					Statistics	
					Position and Direction	

Science Year 3	Animal Nutrition and the Skeletal System This project teaches you about the importance of nutrition for humans and other animals. You will learn about the role of a skeleton and muscles and identify animals with different types of skeleton.	Forces and Magnets This project teaches you about contact and non-contact forces, including friction and magnetism. You investigate frictional and magnetic forces, and identify parts of a magnet and magnetic materials.	Plant Nutrition and Reproduction This project teaches you about the requirements of plants for growth and survival. You will describe the parts of flowering plants and relate structure to function, including the roots and stem for transporting water, leaves for making food and the flower for reproduction.	Light and Shadows This project teaches you about light and dark. You will investigate the phenomena of reflections and shadows, looking for patterns in collected data. The risks associated with the Sun are also explored.
	Food and the Digestive System This project teaches children about the human digestive system. You explore the main parts, starting with the mouth and teeth, identifying teeth types and their functions. You link this learning to animals' diets and construct food chains to show the flow of energy Sound This project teaches children about sound, how sound is made and how sound travels as vibrations through a medium to the ear. You learn about pitch and volume and find out how both can be changed.	States of Matter This project teaches children about solids, liquids and gases and their characteristic properties. You observe how materials change state as they are heated and cooled, and learn key terminology associated with these processes. Grouping and Classifying This project teaches children about grouping living things, known as classification. You study the animal and plant kingdoms and use and create classification keys to identify living things.	Electric Circuits and Conductors This project teaches children about electrical appliances and safety. You construct simple series circuits and name their parts and functions, including switches, wires and cells. You investigate electrical conductors and insulators and identify common features of conductors. It also teaches you about programmable devices. You combine your learning to design and make a nightlight.	
Religious Education	Hinduism (Janmashtami) The festival of Janmashtami celebrates the birthday of Lord Krishna and falls in August or September. Krishna is one of the Hindu faith's most popular gods. The festival lasts for two days. Worshippers may sing songs, tell stories of Krishna's life, dance, rock his cradle and wait for midnight to arrive to mark his birth. Some Hindus fast during the day of Janmashtami and only eat after midnight Buddhism (Kathina) Kathina is a celebration held in October or November after Vassa, the Rains Retreat, which is sometimes known as the Buddhists Lent. Buddhist monks stay in a vihara or monastery during the rainy season in Asian countries and spend time studying the Dharma (Buddha's teaching) and meditating.	Sikhism (Vaisakhi) Sikhs usually celebrate Vaisakhi on the 13th and 14th April. It is the most important festival day for Sikhs because, in 1699, Guru Gobind Singh created the Khalsa. The Khalsa are ordained Sikhs who make promises to wear the Five Ks and follow the Sikh religion faithfully. Christianity (Holy week and Easter) Holy Week is the last week of Lent. It starts with Palm Sunday, which commemorates Jesus' arrival in Jerusalem over 2000 years ago. During Holy Week, the story of Jesus' last supper and trial are commemorated. Good Friday is a day of mourning in many Christian churches as Jesus' crucifixion is remembered. Easter Sunday is the day when Christians remember the resurrection of Jesus with church services, candles, acclamations, great food and Easter eggs.	Judaism (Shabbat) Shabbat (Sabbath) is the Jewish day of rest. Jews believe God created the world in six days and rested on the seventh. Shabbat begins at sunset on Friday and ends on Saturday. During Shabbat, families spend time together, rest, eat special meals and attend the synagogue. However, there are many things to prepare before Shabbat arrives and rules to follow to make sure that Shabbat is truly a day of rest. Islam (Eid ul-Adha) Eid ul-Adha, also known as the Greater Eid, is the second most important festival in the Muslim calendar. It commemorates the Prophet Ibrahim's willingness to sacrifice his son when Allah ordered him to. Muslims believe that Allah appeared to Ibrahim in a dream and asked him to sacrifice his son Isma'il as an act of obedience. The devil tempted Ibrahim by saying he should disobey Allah and spare his son. As Ibrahim was about to kill his son, Allah stopped him and gave him a ram to sacrifice instead. Eid ul-Adha is celebrated at the end of the Hajj pilgrimage.	

History	Invasion				Ancient Civilisations		
	In the Invasion project, your will explore the effects of the Roman withdrawal and the chronology and geography of subsequent invasions. You will study the Anglo-Saxons and Vikings in detail, examining their reasons for invading, their settlements and their everyday life. You will also look at monasteries and the Anglo-Saxon legacy. You will consider how we know about life in this period and investigate the Sutton Hoo ship burial. You will learn about Athelstan, an Anglo-Saxon king, and what happened after his death, before ending the project by learning about the Norman invasion of 1066.				In the Ancient Civilisations project, you will learn about three of the earliest civilisations in the world; ancient Sumer, ancient Egypt and the Indus Valley civilisation. You will study the ancient Sumerian and ancient Egyptian civilisation in detail, to discover how crucial factors like water sources and farming helped them to develop and thrive. They will find out about important inventions and the growth of cities. You will also study the lives of different people in society, including the roles of kings and pharaohs. The children will reflect on their learning by identifying the similarities and differences between the two civilisations, before studying the Indus Valley civilisation independently.		
	Geography		Covered in the main project		Geography revision and retrieval practice		
	Interconnected World						
	This essential skills and knowledge project teaches children about compass points and four and six-figure grid references. They learn about the tropics and the countries, climates and culture of North and South America. Children identify physical features in the United Kingdom and learn about the National Rail and canal networks. You conduct an enquiry to prove a hypothesis, gathering data from maps and surveys before drawing conclusions.		In the Misty Mountain, Winding River project, you will learn about the characteristics and physical processes of rivers, including how they shape the landscape over time, their significance around the world and the impact of flooding. You will learn how to use the eight points of a compass, four and six-figure grid references, symbols and a key to locate and plot geographical places and features on a map, as well as how contour lines are used to show the topography of an area.				
Art and Design	Warp and Weft		Vista		Statues, Statuettes and Figurines		
	This project teaches children about the artform of weaving and how it has developed over time, including the materials and techniques required to create woven patterns and products.		This project teaches children about the techniques that artists use when composing landscape images, such as colour and atmosphere.		This project teaches children about the 3-D representation of the human form, including statues, statuettes and figurines. They study examples from ancient civilisations, and use their clay skills to create a Sumer-style figurine.		
	Warm and Cool Colours		Animal		Islamic Art		
	This essential skills and knowledge project teaches children about colour theory by studying the colour wheel and colour mixing. It includes an exploration of warm and cool colours, Aboriginal art and how artists use colour in their artwork.		This project teaches children about the historical and cultural portrayal of animals in art. They study the visual qualities of animals through sketching, printmaking and clay modelling.		This project teaches children about the features of Islamic art. They make geometric patterns and motifs on paper, with fabric and in clay. They use their learning to create a high relief clay tile, decorated with geometric patterns.		
Design and Technology	Fresh Food, Good Food		Functional and Fancy fabrics		Tomb Builders		
	This project teaches children about food decay and preservation. They discover key inventions in food preservation and packaging, then make examples. The children prepare, package and evaluate a healthy snack.		This project teaches children about home furnishings and the significant designer William Morris. They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.		This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.		
Computing	Writing for Different Audiences		Logo		Artificial Intelligence		
	To explore how font size and style can affect the impact of a text.		To learn the structure of the coding language of Logo.		To learn what is meant by the term artificial intelligence.		
	To use a simulated scenario to produce a news report.		To input simple instructions in Logo.		To understand what a flowchart is and how flowcharts are used in computer programming.		
			Using 2Logo to create letter shapes.				
			Animation		Coding		
			To discuss what makes a good, animated film or cartoon.		To begin to understand selection in computer programming.		
			To learn how animations are created by hand.				
			Making Music		Coding		
			To identify and discuss the main elements of music.		To understand what a flowchart is and how flowcharts are used in computer programming.		
			To understand and experiment with rhythm and tempo.				

Music	Let Your Spirit Fly This unit contains all the classic teaching resources you would expect; Listen & Appraise apps, new progressive Warm-up Games, Flexible Games, new progressive improvisation resources, and a new compose tool.	Bells Ring Out This is a beautiful collection of 10 contrasting songs, which – along with the linking narrative – tell the Christmas story.	Glockenspiel This unit is a little lighter in content as you will be busy with general Christmas activities. Don't forget to look at the Productions in the Freestyle section. This is a six-week Unit of Work that introduces the children to learning about the language of music through playing the glockenspiel.	Three Little Birds This unit contains all the classic teaching resources you would expect; Listen & Appraise apps, new progressive Warm-up Games, Flexible Games, new progressive improvisation resources, and a new compose tool.	Don't Stop Believin' A Rock anthem is a powerful, celebratory Rock song of which Don't Stop Believin' is one of the most well-known. As well as learning to sing, play, improvise and compose with this song, children will listen and appraise other Rock anthems from the 80s.	Blackbird This unit contains all the classic teaching resources you would expect but with upgrades. These include new Listen & Appraise apps; new progressive Warm-up Games, Flexible Games and improvisation resources, and a new compose tool.
PSHE	Being Me in My World	Celebrating Differences	Dreams and Goals	Healthy Me	Relationships	Changing Me
Physical Education	Multi Skills	Invasion Games	Gymnastics	Dance	Striking and Fielding	Athletics
MFL	All Around Town In this 'All Around Town' unit, your class will learn to develop their intercultural understanding by being introduced to the sights of some typical French cities.	On the Move In this 'On the Move' unit, your class will learn to develop their conversational skills via some new topics.	Going Shopping In this 'Going Shopping' unit your class will learn about the shopping experience in France. Children will learn specific vocabulary of fruit, vegetables and clothes.	Where in the World? This 'Where in the World?' unit will teach your class key vocabulary related to countries/continents and animals.	What's the Time? In this 'What's the Time?' unit, your class will learn how to tell the time: o'clock, half past, quarter past and quarter to.	Holidays and Hobbies In this 'Holidays and Hobbies' unit your class will learn key vocabulary related to holidays, weather and seasons, sports and hobbies. They will learn specific vocabulary of how to say what the weather is like, temperatures, names of different sports and hobbies.