Ingrave Johnstone C of E Primary School Year Group Curriculum Overview

Year Group: 3			
Subject	Autumn term	Spring Term	Summer Term
English	Overview of knowledge Autumn 1 Stone Age	Overview of knowledge Spring 1 Our School — Victorians and Local	Overview of knowledge Summer 1 Romans
	Fables	History Persuasion - Letters	Discussion
	Folk Tales		
	Overview of knowledge Autumn 2 Stone Age	Overview of knowledge Spring 2 Our School — Victorians and Local	Overview of knowledge Summer 2 Italy
	Poems on a theme	History Poems with a structure	Classic Poetry
	Novel as a theme	Mystery	
Maths (Unit titles correspond to relevant White Rose	Autumn 1 Number: Place Value (100s, 10s and 1s, no line to 1000, compare and order)	Spring 1 Number: Multiplication and Division (x 2 digit by 1 digit, divide 2 digit by 1 digit)	Summer 1 Number: Fractions (equivalent, compare, order)
planning documents)	Number: Addition and Subtraction (range of strategies)	Measurement: Money (£ and p, +/- money, change)	Measurement: Time (to nearest minute, am/pm, durations)
		Statistics (pictograms, bar charts, tables)	
	Autumn 2 Number: Addition and Subtraction (ctd)	Spring 2 Measurement: Length and Perimeter (equivalent lengths in	Summer 2

⁺ We can do everything together, loving and learning through God +

	Number: Multiplication and Division (equal groups, x and ÷ by 3, 4 and 8) Consolidation	cm/m, +/- lengths, measure perimeter) Number: Fractions (unit and non- unit, whole, tenths, number line) Consolidation	Geometry: Properties of Shapes (right angles, parallel, perpendicular, draw shapes) Measurement: Mass and Capacity (measure and compare, add and subtract) Consolidation
Ongoing skills: asking relevant questions and using different types of scientific enquiries to answer them setting up simple practical enquiries, comparative and fair tests making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers gathering, recording, classifying and presenting	Overview of knowledge Autumn 1 Rocks (Earth Rocks: Rising stars) Knowledge: Know how fossils are formed. Know that things that have lived are trapped within rock and this creates fossils. Recognise that soils are made from rocks and organic matter. Autumn 2 Over view of Knowledge: Light (Mirror Mirror: Rising stars) Know that dark is the absence of light. Recognise that shadows are formed when the light from a light source is blocked by an opaque object. Recognise that they need light in order to see things	Overview of knowledge Spring 1 Animals inc Humans (Food and Our Bodies: Rising stars) Knowledge: 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 Know the basic parts of the skeletal system Recognise how bones and muscles help us move. Spring 2 Overview of knowledge	Overview of knowledge Summer 1 Forces and magnets (Opposites Attract: Rising stars) Knowledge: Notice that some forces need contact between two objects, but magnetic forces can act at a distance. Recognise that magnets have two poles. Know that some materials are attracted to magnets and others are not. Summer 2 Over view of Knowledge: Plants (How Does Your Garden Grow: Rising stars) Know that a plant needs air, light, water, nutrients from soil, and room to grow

- data in a variety of ways to help in answering questions
- recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables
- reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions
- identifying differences, similarities or changes related to simple scientific ideas and processes using straightforward scientific evidence to answer questions or to support their findings.

Notice that light is reflected from surfaces.

Recognise that light from the sun can be dangerous and that there are ways to protect their eyes.

Optional Module (We are
Astronauts: Rising stars)
Know what happened in the 'Space
Race' in the 1960s.
Recognise which foods are best to
take into space and explain why

Know the life cycle of flowering plants
Understand how flowering plants form and disperse seeds.

Overview of skills Autumn 1 Skills:

Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties.

Describe in simple terms how fossils are formed

Collect and record data from observations and tests

Set up and carry out simple practical activities and fair tests.

Use results to draw conclusions

Autumn 2 Skills:

Find patterns in the way that the size of shadows change.

Make shadows

Explore changing shadows

Record observations and make sense of them

Design and carry out a fair test

Overview of skills
Spring 1
Skills:

Gather, record and present data in different ways
Observe and compare animals with and without skeletons
Make systematic and careful observations

Spring 2 Observer and draw the moon from real life and secondary sources Make a model rocket and explain how it works Design and build some model rockets and a moon lander.

Overview of skills
Summer 1
Skills:

Compare how things move on different surfaces.

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.

Predict whether two magnets will attract or repel each other, depending on which poles are facing.

Summer 2 Skills:

Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers.

	Research and gather key facts about how mirrors have been made over the centuries		Explore the requirements of plants for life and growth 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, pollination, seed formation and seed dispersal. Set up simple practical enquiries Ask relevant questions and use different types of scientific enquiry to answer them Record findings using drawings and labelled diagrams
RE	Autumn 1 Creation and Fall Overview of knowledge The creation story can be found in Genesis 1. Humans are made in God's image. Humans are charged with caring for God's world. Christians are guided by God. Creation happens ain a specific order. There are many ways to be God's steward — time, money, talents. The story of Adam and Eve describes the 'Fall'.	Spring 1 Incarnation/Hinduism Overview of knowledge (Complete Incarnation unit as above) Hinduism Have an understanding of Brahman (one supreme God) and the Trimurti (triad of Gods – Brahma (creator), Vishnu (preserver) and Shiva (destroyer). There is not one special book, but several scriptures. The Vedas is the most major and	Summer 1 Salvation/Gospel Overview of knowledge (Complete Salvation unit as above) Gospel Jesus asked Peter and Andrew to give up a lot to become the first two disciples (Matthew 4:18-19). Other disciples had different jobs. What were James and John to do as 'fishers of people'? Matthew 4: 20-22. Jesus shows love and forgiveness to unlikely people.

Autumn 2 Judaism / Incarnation Overview of knowledge (Judaism) Skull caps and other special clothing can be worn in the synagogue (tallit / phylacteries/ tefillin) There are 613 mitzvot (commandments) in the Torah Moses received the 10 commandments, and these are important to Jews	guides Hindus on how to live their lives. • There are special Hindu stories. Children hear some special stories (Rama and Sita, childhood of Krishna from the Puranas, Ganesh). • Listen to stories associated with festivals, e.g. Divali. Spring 2 Hinduism/Salvation	Churches and Christians around the world try to share the good news today. Look at examples from local church. Summer 2 Pentecost/Islam Overview of Knowledge Islam Islam has special symbols and objects: Qua'ran, prayer carpet, Tigiya (crochet skull cap), prayer beads, Ihram (two

Overview of skills

- Identify elements of God's creation in real life and relate to the Bible stories.
- Give opinions about what Christians believe God is like.
- Show that it's easier to make a model with instructions (lego) and compare to the 'instructions' for creation in the Bible.
- Locate God's instructions to care for the Earth in the Bible.
- Discuss ways in which humans can look after God's world.
- Retell the story of Adam and Eve through art and drama.
- Relate own experiences of temptation to Bible stories.

Autumn 2
Judaism / Incarnation
Overview of skills
(Judaism)

- Compare and contrast the vestments worn by a Rabbi and a Vicar.
- Create own 10 commandments.
 - Compare Jewish commandments to those of our Church – what do you notice?
 - Know what is written in the Mezuzah and why this is significant to Jewish people.

Overview of skills

- Retell or act out Hindu stories.
- Recall/write a Hindu story from the perspective of someone in it. Discuss their viewpoint.
- Explain how the Vedas teaches
 Hindus to live their lives.
 Show how Diwali is celebrated by
 artwork and or writing.

Spring 2 Hinduism/Salvation Overview of skills

- Recall work they did in Year 2
 on the events of Holy Week
 and Easter, as well as
 important symbols.
- Consider how Mary (Jesus' mother) and the disciples felt on Palm Sunday, Good Friday and Easter Sunday. Make an emotion graph for Mary.
- Write a diary showing Mary's feelings on the three days.
- Explain how the three crosses link to the significant parts of the Easter story.
- Research what Christians do to celebrate Palm Sunday, Good Friday and Easter Sunday.
 - Create a group display for either Palm Sunday, Good Friday or Easter Sunday.

Overview of skills

- Empathise with Peter and Andrew and how they were asked to give up a lot.
 Consider how they must have thought Jesus was 'good news' to do this.
- Recall the story of Jesus healing a leper (Mark 1: 40-44) and how Jesus demonstrated showing love to all people. Do not judge appearance.
- Make simple links between bible stories and the concept of gospel (good news).
- Explore how Christians are trying the make the kind of world Jesus wanted. Children describe what kind of world they would like to see. Written or art work.
- What world did Jesus want?
 Discuss.

Summer 2
Pentecost/Islam
Overview of skills

Pentecost

 Describe reasons why Jesus told his disciples he would send the Holy Spirit as a gift.

	 Create own Mezuzah and Shema (meaning hear or listen) message. Create a menu that would be suitable for a Jewish family, considering kosher requirements. (Incarnation) Think about the meaning of the details in the Baptism of Jesus (Matthew 3 11-17) – Voice of God announces Jesus as Son of God, Holy Spirit represented by the dove. Use adjectives to describe the common blessing 'The Grace' used in Churches Corinthians 2 13:14 Paint images and representations of the Father, Son and Holy Spirit Share details photographs of their own Baptism Compare 3 in 1 to ice, water and steam 	Create a poem or artwork to show the emotions felt. Explain why they think the term 'Good Friday' is used. **The control of the contro	 Describe ways in which the Holy Spirit helps Christians. Recall and retell the story of Pentecost Acts 2:1-12 Islam Identify and match pictures to descriptions of Islamic special objects Explain why Muhammed is a special prophet Find out information about Ramadan and why it's important to Muslim people Identify features of a mosque and know that It's important for worship and community
Computing	Overview of knowledge A1: We are programmers -programming an animation A2: We are bug fixers-finding and correcting bugs in programs	Overview of knowledge S1: We are presenters-videoing performance S2: We are vloggers-making and sharing a short screencast presentation	Overview of knowledge S1: We are communicator- communicating safely on the internet S2: We are opinion pollsters- collecting and analysing data.

· Design, write and debug
programs that accomplish specific
goals; solve problems by
decomposing them into smaller
parts.
· Use sequence in
rograms; work with variables and
various forms of input and output.
 Use logical reasoning to
detect and correct errors in
algorithms and programs.
 Select, use and combine a
variety of software to design and
reate content that accomplish-(es)
jiven goals, including presenting
information.
 Debug programs that
accomplish specific goals.
 Use sequence, selection,
and repetition in programs; work
with variables and various forms

- and repetition in programs; work
 with variables and various forms
 of input and output.
 Use logical reasoning to
 explain how some simple
 algorithms work and to detect and
 correct errors in algorithms and
 programs.
- Overview of skills

 Create an algorithm for an
 animated scene in the form of a
 storyboard.

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
- Work with various forms of input and output.
- Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web and the opportunities.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- Use technology safely, respectfully and responsibly; recognise acceptable /unacceptable behaviour; identify a range of ways to report concerns about content and contact.

- Understand computer networks, including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
- Use technology safely, respectfully and responsibly;.
 recognise acceptable /unacceptable behaviour;
- Identify a range of ways to report concerns about content and contact.

Overview of skills
Gain skills in shooting live
video, such as framing shots,

Overview of skills
Develop a basic
understanding of how email
works.

	 Write a program in Scratch to create the animation. Correct mistakes in their animation programs. Develop a number of strategies for finding errors in programs. Build up resilience and strategies for problem solving. Increase their knowledge and understanding of Scratch recognise a number of common types of bug in software. 	holding the camera steady, and reviewing. Edit video, including adding narration and editing clips by setting in/out points. Understand the qualities of effective video, such as the importance of narrative, consistency, perspective and scene length. Use a search engine to learn about a new topic plan, design and deliver an interesting and engaging presentation. Search for, and evaluate, online images. Create their own original images, create a screencast video of a narrate presentation. Develop their understanding of how the internet, the web and search engines work and offer for communication and collaboration.	 Gain skills in using email and be aware of broader issues surrounding email, including 'netiquette' and online safety. Work collaboratively with a remote partner experience video conferencing. Understand some elements of survey design. Understand some ethical and legal aspects of online data collection. Use the web to facilitate data collection. Gain skills in using charts to analyse data. Gain skills in interpreting results.
History	Overview of knowledge The Stone Age Stone Age: Palaeolithic to 10,000 BCE, Mesolithic to 4000 BCE, Neolithic to 2300 BC	Overview of knowledge Our School-Victorians A school managed by the rector existed at Ingrave from at least 1848.	Overview of knowledge Romans The Roman Emperor Claudius successfully invaded Britain in AD43.
	For most of prehistory people who lived in Britain were huntergatherers. They used stone tools and implements.	A National School was built in 1870. The managers' minute book, begun in 1903, names this school as Ingrave Elementary Non-Provided School.	The Roman Empire rapidly grew from Italy, spreading through Europe, Africa and Western Asia, In AD60 the Iceni tribe leader, Queen Boudica raised an army and

During the Ice Ages they hunted woolly mammoth, reindeer and wild horses and, as the climate warmed, new species such as red deer, roe deer, aurochs (wild cattle) and wild pig.

The warmer climate also brought more plant life to forage, including fruit, nuts, berries, mushrooms and leafy plants.

During the Ice Age people were very mobile. The same people roamed from the south of France to the Peak District.

When farming was introduced people still moved around, this time with cows, pigs and sheep in tow.

Communities came together regularly to feast, exchange gifts and perhaps marriage partners. Significant places in the landscape were elaborated with stone or earth monuments, often associated with the dead, such as Stonehenge.

The Reverend Robert Abercrombie Johnstone, rector of West Horndon with Ingrave, who died in 1867, left £1,000 to rebuild, and £2,000 to maintain, the school.

The present school, then known as Ingrave Johnstone Foundation School, opened on 28 April 1913 on a site provided by Lord Petre,

In 1936, children over the age of 11 were transferred to the new Brentwood Senior School, and the present school was re-named Ingrave Johnstone Foundation Junior and Infants' School. A kitchen and dining hall were added in 1948.

the former school becoming the

church hall.

Two new classrooms and a new entrance hall were added in 1961. Further additions in 1969 included another classroom and a new assembly hall.

In 1870 a law was passed so that all children had to attend school. The school regime was extremely strict and the school day was very long, sometimes lasting until 5 p.m.

Any windows in the classroom tended to be high up, making it impossible for pupils to see out. went on a rampage, burning the Roman towns of Colchester, London and St Albans.

The Roman army were successful due to their training, organisation and tactics.

Romans built their (straight) road network for the efficient movement of their army. Winding roads took longer to navigate and risked encounters with bandits and robbers.

Romans established a number of important settlements, many of which still survive, such as London and Colchester. They introduced the idea of a town as a centre of power and administration.

	Teaching was monotonous with	
	little variation: the children would	
	sit in rows, in silence, and watch	
	the teacher write on the	
	blackboard. They would then copy	
	down what the teacher had	
	written.	
	The main subjects that children	
	learned were Reading, Writing and	
	Arithmetic (known as the 3 'R's').	
	There was a huge emphasis on rote	
	learning (learning off by heart).	
	For example, children had to chant	
	the times tables until they knew	
	them.	
	Boys and girls were segregated for	
	some subjects: girls would study	
	needlework while boys studied	
	woodwork.	
	Children used a slate to write on,	
	which could be wiped clean. They	
	might also use a quill pen (like a	
	feather), which was dipped in ink	
	from an ink well on the desk.	
	Classrooms were generally poorly	
	equipped: there might be a map of	
	the world and an abacus.	
Overview of skills	Overview of skills	Overview of skills
I can place the time studied on a	I can place the time studied on a	I can place events, artefacts and
timeline.	timeline.	historical figures on a time line
I can place events, artefacts and	I can place events, artefacts and	using dates.
historical figures on a time line	historical figures on a time line	I describe some of the main events,
using dates.	using dates.	people and periods I have studied,
		they describe characteristic

Caranahu	I can use dates and terms to describe events. I can find out about everyday lives of people in time studied I can compare with our life today I can identify reasons for and results of people's actions I can understand why people may have wanted to do something I can identify and give reasons for different ways in which the past is represented I can distinguish between different sources – compare different versions of the same story I can look at representations of the period – museum, cartoons etc I can use a range of sources to find out about a period I can observe small details – artefacts, pictures I can select and record information relevant to the study I am beginning to use the library and internet for research	I can use dates and terms to describe events. I can find out about everyday lives of people in time studied I can compare with our life today I can identify reasons for and results of people's actions I can understand why people may have wanted to do something I can identify and give reasons for different ways in which the past is represented I can distinguish between different sources – compare different versions of the same story I can look at representations of the period – museum, cartoons etc I can use a range of sources to find out about a period I can observe small details – artefacts, pictures I can select and record information relevant to the study I am beginning to use the library and internet for research	features of past societies and periods. I understand the concept of change over time, representing this, along with evidence, on a time line. I can suggest suitable sources of evidence for historical enquiries. I can ask a variety of questions. I can use a growing range of sources to investigate a time period.
Geography	Overview of knowledge Map work UK Maps and plans use keys, symbols, coordinates and compass points to represent a location. A map can show human features like roads, railways and town and	Overview of knowledge Locality Study Name coastline physical features e.g., estuary, inlet, rivers, bays, cliffs Name Essex landmarks- Human - Chelmsford Cathedral, Southend Pier, Colchester Castle, QE2 Bridge	Overview of knowledge Europe Comparison Europe is made up of many different countries including the UK, France, Germany, Spain, Romania, Hungary, Iceland, Sweden, Greece etc.

physical features like rivers, Name Essex landmarks- Physical -Essex is a county in the south east Hanningfield Reservoir, Thames of the UK. coastline and moorland. Maps exist using different scales Estuary, Canvey Island, Mersea Ingrave is a village in Essex. Chelmsford is Essex's city. and in different Island. forms, from globes, to atlases and Name Ingrave landmarks Human -London is England's capital city. digital mapping and sat-nav. Golf course, reservoir, church, Rome is Italy's capital city etc. Online mapping can be used to cricket pitch, allotments, cemetery plan journey in unknown country Name Ingrave landmarks Physical - Woods, Ponds, Greens, Country park, Essex's land use has been and still is varied-agriculture, fishing, industry, leisure Overview of skills Overview of skills Overview of skills I can start to understand simple I can use my own maps and plans Europe Comparison - symbols and keys I can use atlases to identify the scale maps I can use my own maps and plans I can draw basic maps (including key physical and human features of a location. - symbols and keys basic grid references, symbols and I can use my own maps and plans I can use internet fieldwork to keys) - symbols and keys I can use a compass rose to observe and record the human and I can start to understand simple orientate myself on a map. physical features in the local area scale maps using a range of methods including I can use my own maps and plans sketch maps - symbols and keys I can orientate topographically a I can use direction to describe map to accurately place physical location (North and human features. South - West - East). I can orientate using a simple grid I can use Letter and Number on+ a map to accurately place Coordinates physical and human features. I can use a computer to identify the key physical and human features of a location. I can compare similarities and differences between Italy and England

Art	Overview of knowledge and Skills Drawing (pencil, charcoal, inks, chalk, pastels, ICT software) Experiment with the potential of various pencils - close observation - Draw both the positive and negative shapes - initial sketches as a preparation for painting - accurate drawings of people - particularly faces	Overview of knowledge and Skills Texture (textiles, clay, sand, plaster, stone) Use smaller eyed needles and finer threads — weaving — Tie dying, batik	Overview of knowledge and Skills Printing (found materials, fruit/veg, wood blocks, press print, lino, string) — relief and impressed printing — recording textures/patterns —monoprinting— colour mixing through overlapping colour prints
	Colour (painting, ink, dye, textiles, pencils, crayon, pastels) colour mixing — Make colour wheels — Introduce different types of brushes — techniques - apply colour using dotting, scratching, splashing	Form (3D work, clay, dough, boxes, wire, paper sculpture, mod roc) Shape, form, model and construct (malleable and rigid materials) — Plan and develop — understanding of different adhesives and methods of construction — aesthetics	Pattern (paint, pencil, textiles, clay, printing — pattern in the environment — design — using ICT — make patterns on a range of surfaces — symmetry
Design	Overview of knowledge Mechanical Systems - Levers and linkages Understand and use lever and linkage mechanisms. Distinguish between fixed and loose pivots. Know and use technical vocabulary relevant to the project	Overview of knowledge Textiles - 2-D shape to 3-D product Know how to strengthen, stiffen and reinforce existing fabric. Understand how to securely join two pieces of fabric together. Understand the need for patterns and seam allowances. Know and use technical vocabulary relevant to the project.	Overview of knowledge Food - Healthy and varied diet Know how to use appropriate equipment and utensils to prepare and combine food. Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught. Know and use relevant technical

Overview of skills
Designing
Generate realistic ideas and their
own design criteria through
discussion, focusing on the needs
of the user.
Use
annotated sketches and prototypes
to develop, model and
communicate ideas.

Making

Order the main stages of making.
Select from and use appropriate tools with some accuracy to cut, shape and join paper and card.
Select from and use finishing techniques suitable for the product they are creating.

Evaluating
Investigate and analyse books
and, where available, other
products with lever and linkage
mechanisms.

Evaluate their own products and ideas against criteria and user needs, as they design and make.

Overview of skills Designing

Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s.

Produce annotated sketches, prototypes, final product sketches and pattern pieces. Making Plan the main stages of making.

Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing.

Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.

Evaluating
Investigate a range of 3-D textile
products relevant to the project.
Test their product against the
original design criteria and with
the intended user.

Take into account others' views.

Understand how a key
event/individual has influenced the
development of the chosen product
and/or fabric.

and sensory vocabulary appropriately.

Overview of skills

Designing

Generate and clarify ideas through discussion with peers and adults to develop design criteria including appearance, taste, texture and aroma for an appealing product for a particular user and purpose.

Use annotated sketches and

Use annotated sketches and appropriate information and communication technology, such as web-based recipes, to develop and communicate ideas.

Making

Plan the main stages of a recipe, listing ingredients, utensils and equipment.

Select and use appropriate utensils and equipment to prepare and combine ingredients.

Select from a range of ingredients to make appropriate food products, thinking about sensory characteristics.

Evaluating

Carry out sensory evaluations of a variety of ingredients and products. Record the evaluations using e.g. tables and simple graphs.

Evaluate the ongoing work and the final product with reference to the

			design criteria and the views of others.
PE	Overview of knowledge Autumn 1 Multi-skills I know that it's important to warm up at the beginning of exercise to prepare my body for being active. I know how to move my body in different ways in a controlled and coordinated way. I know what hand eye coordination is and I understand how to throw and catch effectively.	Overview of knowledge Spring 1 Dance I know that dance consists of movement, motifs and repeated sequences. I know that a dancer needs to be aware of posture, body shape and position and timing. I know that, in dance, movement is expressive and it can convey feeling and meaning.	Overview of knowledge Summer 1 Athletic fundamentals I understand what the correct technique is for sprinting. I know what pacing is and am able to apply it over a set distance. I know how to jump and abide by the rules of the jump. For example: take off behind the line. I know the difference between a
	I know that these skills can be transferred to different sports. Autumn 2 Invasion games I know what invasion games means and I can give examples of invasion games. For example: football and netball. I know why there are rules and why it is important to abide by	I know that there are many different styles of dance all over the world. For example: Bhangra from India. Swimming (to be continued over Spring 1, Spring 2, Summer 1, Summer 2) I know in swimming it is important to pace yourself in	'push' and 'pull' throw. Swimming (to be continued over Spring 1, Spring 2, Summer 1, Summer 2) See: Spring Term 1, 'Overview of Knowledge'
	them. I know why it is important to communicate and cooperate as a team. I know what the term 'spatial awareness' means.	floating and swimming challenges related to speed and distance. I can name three strokes. I know the water safety code. Spot the dangers. Take safety advice. Do not go alone. Learn how to help if you see someone in trouble in the water.	Summer 2 Striking and fielding I know examples of striking and fielding activities. For example: rounders and cricket. I know that is important to throw and catch with a good technique to be effective when fielding.

		I know how to strike a ball with
	Spring 2	the correct technique.
	Net/wall games	I know how to work as a team to
	I know what net and wall games	prevent the opposition from
	are and can give sports specific	scoring.
	example. For example: badminton.	
	I know the grip to hold a tennis	
	racquet is called the 'chopper grip'.	Swimming (to be continued over
	I know the difference between	Spring 1, Spring 2, Summer 1,
	'forehand' and 'backhand' in	Summer 2)
	tennis.	See: Spring Term 1, 'Overview of
	I know what a netball court looks	Knowledge'
	like and the basic rules of netball.	,
	Swimming (to be continued over	
	Spring 1, Spring 2, Summer 1,	
	Summer 2)	
	See: Spring Term 1, 'Overview of	
	Knowledge'	
Overview of skills	Overview of skills	Overview of skills
Autumn 1	Spring 1	Summer 1
Multi-skills	Dance	Athletic fundamentals
I can participate in a teacher-led	I can create dance movements.	I can sprint using an effective and
warm up.	I can create a basic motif.	improving technique
I can jog, side-step, hop, jump and	I can create a dance sequence.	I can jump using the correct
skip in a controlled and	I can perform as part of a group to	technique
coordinated manner.	my peers and give and receive	I can identify the joints we use to
I am beginning to develop the	feedback.	throw effectively. For example:
skills necessary to throw and catch	,	shoulder, hip, elbow.
with the correct technique.	Swimming (to be continued over	•
I can apply multi-skills into sport	Spring 1, Spring 2, Summer 1,	
specific situations. For example:	Summer 2)	

transferring throwing and catching into netball.

Autumn 2
Invasion games
I can throw and catch with increasing accuracy under pressure.
I can control a football with my feet.
I can develop a strategy to improve performance.
I can apply movement skills to

move into a space effectively.

I can jump in from poolside and submerge bending my knees when landing.

I can sink, push away from the wall-side and maintain a streamlined position.

I can push and glide on the front with my arms extended and log roll onto the front.

I can push and glide on the back with my arms extended and log roll onto the front.

I can travel on the front, truck and rotate around the horizontal axis and return on the back.

I can fully submerge to pick up an object and return it with any recognised position.

I can answer correctly 3 questions on the water safety code.

I can travel at least 10 metres on the front or back choosing a recognised swimming technique such as the front crawl or backstroke.

Spring 2
Net/wall games
I can perform basic racquet skills
with confidence.
I can perform continuous rallies.
I can control the direction I hit the

Swimming (to be continued over Spring 1, Spring 2, Summer 1, Summer 2) See: Spring Term 1, 'Overview of

See: Spring Term 1, 'Overview of Skills'

Summer 2
Striking and fielding
I can roll a ball at a target and receive a ball with two hands.
I can strike a moving ball with intent when batting.
I can hit the ball and understand how to score runs/rounders.
I can work as a team to be effective.

Swimming (to be continued over Spring 1, Spring 2, Summer 1, Summer 2) See: Spring Term 1, 'Overview of Skills'

		I can play a game of in line with the rules. Swimming (to be continued over Spring 1, Spring 2, Summer 1, Summer 2) See: Spring Term 1, 'Overview of Skills'	
French RIGOLO scheme of work 1	Autumn 1 Overview of knowledge Greet and say goodbye to	Spring 1 Overview of knowledge Identify parts of the body	Summer 1 Overview of knowledge Identify family members
for year 3& 4.	someone Ask someone's name and say your own Ask how someone is and respond to same question Learn some basic nouns Count numbers 1–10 Further practice for Unit 1	 Describe eyes and hair appearance Recognise days of the week Give basic character descriptions Further practice for Unit 3 Project work: Famous French people 	 Recognise and spell with letters of the alphabet List household items Use basic prepositions sur and dans to describe position Further practice for Unit 5 Project work: Alphabet chart
	 Project work: French Châteaux Autumn 2 Overview of Knowledge Identify classroom objects Identify colours, and describe an object's colour Say your age Recognise and repeat classroom instructions Further practice for Unit 2 Project work: Contact with a French school 	Spring 2 Overview of Knowledge Identify animals and pets Recognise and use numbers 11-20 Give someone's name Describe someone Further practice for Unit 4 Project work: Pets Sound/spelling activity for	Summer 2 Overview of Knowledge Recognise and ask for snacks Give basic opinions about food Use numbers 21–31 Recognise and use the months Form dates Further practice for Unit 6 Project work: French name days

	Sound/spelling activity for Units 1–2 Autumn 1 Overview of skills Social conventions Ask and answer questions First notions of gender Cognates Autumn 2 Overview of skills Gender Ask and answer questions Basic word order Using context to determine meaning Comparing languages Recognise how sounds are represented in written form Practise pronunciation	Spring 1 Overview of skills Gender The definite article Simple word order Simple descriptions Comparing languages Basic notion of adjectival agreements (for brighter pupils) Spring 2 Overview of Skills Genders Recognise negative form Counting numbers up to 20 Giving names in the third person (he/she) Basic notion of adjectival agreements Giving descriptions in the third person (he/she) Recognise how sounds are represented in written form. Practise pronunciation.	 Sound/spelling activity for Units Assessment for Units 5-6 Autumn 1 Overview of skills Genders Spell words using the French alphabet Classifying words into different types Describe position using basic prepositions sur and dans and familiar language. Autumn 2 Overview of Skills Genders Understand and reply to question on food wanted Count numbers up to 31 Use numbers up to 31 Use numbers up to 31 together with months to form dates. Question forms Recognise how sounds are represented in written form
		Practise pronunciation.	 form Practise pronunciation
Music	Overview of knowledge Let your spirit fly A good singing performance needs posture, breathing, clear	Overview of knowledge Glockenspiel Stage 1 Three little Birds Composing is creating and developing musical ideas.	Overview of knowledge The Dragon Song Bringing us Together

diction, melody, remembered	· Composed music can	· Chords are when more than
words and rhythm.	convey mood and character by the	one note is played at the same
 The pulse or beat is the 	choice of melody, instrument,	time.
heartbeat of a song.	dynamics and structure.	 Ensemble is a French word
 Music is made of patterns 	 Notation is a visual way to 	used to describe
of notes to convey a mood.	represent music. This can be	playing/singing/performing
 Pitch is the musical word 	graphic or traditional.	together.
for the range of high and low		 A melody is a sequence of
sounds.		single notes that is musically
 Dynamics is the musical 		satisfying; a tune
word to describe how loud or quiet		
the music is.		
 Tempo is an Italian word 		
used to describe how fast or slow		
the music is.		
Overview of skills	Overview of skills	Overview of skills
 Sing songs within a variety 	 Play using symbols 	· Show increasing accuracy
of styles with confidence	including graphic and simple	of pitch
· Keep a steady beat on an	graphic notation	• Sing in two parts
instrument in a group or	 Use symbols to represent 	• Explore longer – shorter /
individually.	sound through graphic and	faster – slower / higher – lower /
 Explore sounds of different 	traditional notation.	louder – quieter sounds on
instruments and how they can	 Keep a steady beat on an 	instruments and using voices.
represent different pictures/	instrument in a group or	· Keep a steady beat on an
stories/ moods.	individually	instrument in a group or
 Compose music that creates 	• Perform with an awareness	individually
a mood.	of others	· Play using symbols
· Listen with concentration	-,	including graphic and simple
to longer pieces/ extracts of live		graphic notation
and recorded music		g. ap
Recognise some familiar		
instrumental sounds in recorded		
music (piano, violin, guitar, drums		
etc.)		
etc.)		

PSHE	Overview of knowledge Rights and Responsibilities: discuss and debate health and wellbeing issues. Being a part of the community and who works in the community. Environment: responsibilities; rights and duties. Black History Month: lesson focus. Online safety: lesson focus.	Overview of knowledge Feelings and Emotions: recognising feelings in others; responding to how others are feeling; there is a normal range of emotions (eg happiness, sadness, anger, fear, surprise, nervousness) and scale of emotions that all humans experience in relation to different experiences and situations. Healthy Relationships: positive healthy relationships and friendships; maintaining friendship; actions affect ourselves and others; working collaboratively; others' families (either in school or the wider world) sometimes look different from their family; the characteristics of friendships including mutual respect, truthfulness, trustworthiness, loyalty, kindness, generosity, trust.	Overview of knowledge Healthy Lifestyles: what makes a balanced diet; opportunities for making own choices with food; what influences their food choices; habits; what constitutes a healthy diet (including understanding calories and other nutritional content); the risks associated with an inactive lifestyle (including obesity); how and when to seek support including which adults to speak to in school if they are worried about their health; the importance of sufficient good quality sleep for good health and that a lack of sleep can affect weight, mood and ability to learn. Growing and Changing: recognising what they are good at; setting goals; describing feelings; conflicting feelings and how to manage feelings.
	Overview of skills Money: enterprise; what it means; developing skills in enterprise. Anti-Bullying Week: lesson focus. Firework Safety: lesson focus. Remembrance Day: lesson focus. Children In Need: lesson focus.	Overview of skills Valuing Difference: recognising and responding to bullying; respect differences in different types of family and know that other children's families are characterised by love and care; the importance of respecting others even when they are very different	Overview of skills Keeping Safe: school rules on health and safety; basic emergency aid; people who help them stay healthy and safe; the rules and principles for keeping safe online, how to recognise risks, harmful content and contact, and how to report them; about the concept of

	from them (for example,	privacy and the implications of it
	physically, in character,	for both children and adults
	personality or background);	including that it is not always
	respecting making different choices	right to keep secrets if they relate
	or different preferences or beliefs.	to being safe; that for most people
		the internet is an integral part of
		life and has many benefits.