

# Year 3 & 4 - Curriculum Map



	Planned Half Term	Year 3 & 4 ILP Titles	Subject Focus	Possible Memorable Experience	Innovate Challenge	English *Topic links to Writing	Art & Design	Computing	D&T	Geography	History	* Topic Links to Mathematics	Music *in addition to Music'sCool	PE	PSHE	Science	RE (Brent SACRE)
<b>YEAR A</b>	1A	Potions	Science	Alice in Wonderland Discovery Trail	Create a Potion	Labels and Instructions; Letter Writing; Play Scripts; Poetry; Non-chronological Reports	Design; Clay Work; Crayon Art; Photography	Presenting Information; Collecting data	Product Development	x	Historic Use of Potions	Measurement	Improvising	Dance	x	States of Matter	Hinduism
	2A	Mighty Metals	Science	Visit a Local Playground	A Friend for the Iron Man	Non-chronological Reports; Explanations; Instructions; List Poetry; Recounts	Embossed Pattern and Pictures; Making Jewellery	Creating Spreadsheets; Using Presentation Software	Product Evaluation; Using Research to Inform Design; Selecting Materials; Making Vehicles; Building an Iron Man; Lego	x	x	Measuring Length	Performing using Metal Objects for Instruments	Using PE Equipment to Explore Forces	x	Forces and Magnets; Working Scientifically	Hinduism
	3A	Tribal Tales	History	Visit a Prehistoric Site	Construct a Monument	Information Books; Adventure Stories; Fact Files; Letters; Poetry Using Similes and Metaphors	Neolithic Art; Clay Beakers; Iron Age Jewellery	Programming; Research	Tool Design and Making; Building Structures	Fieldwork; Human and Physical Geography; Using Maps and Aerial Images	Prehistoric Britain from the Stone Age to Iron Age	x	History of Music	Net Games	Thinking About the Lives of Others	Plants; Light; Working Scientifically	Place of Worship
	4A	Traders and Raiders	History	Make Sailing Boats	Trade Fair	Reports; Character Profiles; Myths and Legends; Poetry; Historical Narrative	Patterns and Print Making; Sketch Books	Animation; Digital Images; Research	Jewellery and Weapon Making; Models of Anglo-Saxon Homes; Clay Rune Stones	Using Maps; Settlements; Europe	Anglo-Saxons and Vikings	Using Money	Singing and Composing Lyrics	Competitive Games; Attack and Defence Skills	x	Animals	Places of Worship
	5A	Urban Pioneers	Art & Design	Bus Trip to Town	Make Public Art	Leaflets; Free Verse Poetry; Autobiography; Email; Signs and Slogans	Photography; Graffiti Art; Observational Drawing	Digital Maps; Programming; Audio Recording; Using Search Engines Effectively	Evaluate & Understand how DT shaped the World	Geographical Skills and Fieldwork	A Local History Study	Data Handling	Appreciate & Understand Musical Games	Striking Games	Being Safe; Presenting own Opinions	Light and Dark; Sources and Reflectors; Shadows; Sun Safety; Working Scientifically	Symbols
	6A	Road Trip USA!	Geography	Visit 14 US States	Plan a Family Holiday	Postcards; Emails; Diary Writing; Myths and Legends; Poetry	Native American Dream Catchers; Weaving; Journey Sticks	Collaborative Databases and Spreadsheets; Using Logical Reasoning; Writing Programs; Effective Online Research; Digital Presentations	Preparing US Dishes; Model Making; Totem Pole Design	Using World and US Maps; Human and Physical Geography	Native Americans	x	Traditional and Cultural Music	Athletics	Expressing Opinions; Stereotypes and Discrimination	Electricity	Symbols
<b>YEAR B</b>	1B	Tremors	Geography	Visit a Seashore, River Bed or Rocky Outcrop	Emergency Plan for a Volcano Eruption	Recounts; Historical Narrative; Narrative Using Personification; Newspaper Reports; Poetry	Sculpture; Photography	Presenting Information; Research	Structures	Volcanoes and Earthquakes	Ancient Rome - Pompeii	x	Composition	Outdoor and Adventure Challenges	Topical Issues	Rocks	Pilgrimage
	2B	Gods and Mortals	History	Meet Zeus	Pandora's Box	Character Profiles; Diary Writing; Instructions and Commands; Myths and Legends; Character Descriptions	3-D Sculpture; Greek Art and Design	Using Presentation Software; Programming; Modelling	Moving Parts; Model Making	Ancient and Modern Day Greece; Geographical Features; Using Maps	Ancient Greece	Positional and Directional Language	Traditional and Cultural Music	Athletics; Battle Formation; Dance	Resolving Differences	Living Things and their Habitats; Animals, including humans; Working Scientifically	Pilgrimage
	3B	I am Warrior!	History	Battle Re-enactment	Become a Roman Soldier	Soliloquies; Historical Narrative; Play Scripts; Instructions; Invitations and Menus; Letters	Drawing; Sculpture; Mosaic; Jewellery Making	Using Search Engines; Digital Presentations	Shields and Helmets; Roman Food; Roman Design	Comparing Britain and Italy; Using Maps; Locational Knowledge; Human and Physical Geography	The Roman Empire and its Impact on Britain	Reading Roman Numerals	Rhythmic Beat	Competitive Games; Building Strength and Agility	Recognising Achievements	Plants; Light; Working Scientifically	Islam
	4B	Burps, Bottoms and Bile	Science	Visit a Local Dentist	Make a Model of the Digestive System	Fact Files; Explanatory Texts; using Idioms; Fantasy Narrative; Slogans; Persuasive Texts	Observational Drawing	Video; Algorithms; Digital Images	Healthy Foods; Textiles; Working Models	Using Maps; Locating Countries	x	Weight; Measures, Money	Composing Lyrics	Athletics	Healthy Bodies	Teeth Types; Tooth Decay and Hygiene; The Digestive System; Working Scientifically	Islam
	5B	1066	History	Meet Harold Godwinson	A Castle for King William	Job Applications; Kennings; Diaries; Play Scripts; Letters	The Bayeux Tapestry; Drawing; Embroidery	Searching the Web; Online Maps; Creating Presentations	Making Norman Helmets; Designing Drawbridges and Castles; Making a Domesday Book	Human and Physical Features in the Local Area	1066 - The Norman Conquest	Data Handling	x	Target Games; Attacking and Defending Games	Dealing with Conflict	Sound	Sacred Books
	6B	Predator!	Science	Animal Experience	The Ultimate Predator	Recounts; Leaflets; Poetry; Dilemma Stories; Speeches	3-D Scale Models	Algorithms; Flow Diagrams; Online Research; Using Logical Reasoning; Graphics Software; Digital Presentations	Selecting and Using Materials (Collage and Textiles)	Fieldwork; Using Maps to Locate Countries and Continents	Chronological Awareness	Data Handling	Aural Memory	Comparing Performances; Competitive Games (Attack and Defence Tactics)	x	Food Chains; Fossils; Plant Parts and Functions; Water Transportation in Plants; Skeletal Systems; Working Scientifically	Sacred Books