

Reading Units

Y3 Autumn 1 - **The Sea Book by Charlotte Milner** Genre: Information

Y4 Autumn 1 – **A World Full of Animal Stories: 50 Folk Tales and Legends by Angela McAllister** Genre – Fiction: traditional tales

Y3 Autumn 2 - **Ice Palace by Robert Swindells** Genre – Fiction: adventure
Y4 Autumn 2 - **The Train to Impossible Places by P.G. Bell** Genre – Fiction: fantasy

English

Gorilla by Anthony Browne
Recount – writing

Leon and the Place Between by Grahame Baker Smith and Angela McAllister
Recount – writing

The Lost Lost Property Office by Roger McGough
Poetry

Mathematics

- Place value
- Addition and subtraction
- Multiplication and division

PSHE and Citizenship

No Outsiders

- **Planet Omar: Accidental Trouble Magnet** by Zaniab Mian Y3
- **Julian is a Mermaid** by Jessica Love Y4

My Happy Mind – Y4

- Meet You Brain
- Celebrate

Sep - Jeans for Genes Day!
Oct - Black History Month
Nov - Remembrance
Dec - Christmas Jumper Day

Design and Technology

Simple Circuits and switches

Design, make and evaluate a Steady Hand game for a child in Class 2 for entertainment at wet break.

Designing

- Gather information about needs and wants, and develop design criteria to inform the design of products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop, model and communicate realistic ideas through discussion and, as appropriate, annotated sketches, cross-sectional and exploded diagrams.

Making

- Order the main stages of making.
- Select from and use tools and equipment to cut, shape, join and finish with some accuracy.
- Select from and use materials and components, including construction materials and electrical components according to their functional properties and aesthetic qualities.

Evaluating

- Investigate and analyse a range of existing battery-powered products.
- Evaluate their ideas and products against their own design criteria and identify the strengths and areas for improvement in their work.

Art and Design

Gorilla Paintings

- improve their mastery of art techniques, including drawing and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- drawing from observation, mark making, textures, surfaces, painting on large scale
- study the work of great artists, architects and designers in history.

Religious Education

- How do Jews demonstrate their faith through their communities?
- Why do Christians think about Incarnation at Christmas?

Autumn Cycle A

Class 3

The Roman Empire

What did The Romans ever do for us?



Computing

Y3 Computing Systems and Networks

- Connecting Computers

Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.

Y4 Audio Editing

Capturing and editing audio – considering copyright.

Educational visits/ celebrations/outdoor learning

- **Chester – Romans Workshop**

History

The Roman Empire

- The Roman Empire and its impact on Britain.
- Julius Caesar's attempted invasion in 55-54 BC
- The Roman Empire by AD 42 and the power of its army
- Successful invasion by Claudius and conquest, including Hadrian's Wall
- British resistance, for example, Boudica
- 'Romanisation' of Britain

Geography

The Roman Empire

- Use maps to locate countries in Europe (geography link to Roman Empire)
- Settlements in UK (geography link to Roman Empire)
- Name and locate volcanoes particularly Mt Vesuvius, Mt Krakatoa. Compare areas, and life around a volcano include the main human and physical characteristics.

Physical Education

Netball, Hockey

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending

French

Welcome to School

- Asking questions about myself
- Recall classroom commands
- Say numbers 0 to 20
- Days and months
- Names of rooms in school
- Names of classroom objects

My town, your town

- Write a fireworks poem
- Say classroom commands
- Program a robot
- Write places in town
- Ask where something is
- Names of shops

Science

Living Things and their Habitats Y4

- 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.

Electricity Y4

- identify common appliances that run on electricity
- construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- 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
- recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- recognise some common conductors and insulators, and associate metals with being good conductors

Music

Mamma Mia
Glockenspiel

- Listen and appraise
- Listen and sing
- Compose and perform