



## KS2 Year 3 & 4 - Core Subjects - Long Term Planning

Year A				Year B		
Topic	Term 1 Wishful Thinking	Term 2 Let me Entertain You!	Term 3 Holidays	Term 1 Ancient Greece	Term 2 Ancient Egypt	Term 3 Animal Kingdom
<b>English</b>	<p><b>Narrative</b> – The Three Billy Goats Gruff (Beating the beast-plot pattern.)  <b>Instructional writing</b> (trolls potions)  <b>Narrative</b> – wolf seven kids- Brothers Grimm (Warning plot pattern)  <b>Recounts</b> and diaries –  <b>Poetry</b> - Christmas shape poems  <b>Letters</b> - To puppeteer  <b>Narrative</b> - Myths and legends/quests.  <b>Non – chron report /Information texts</b> (own beast)  <b>Playscripts</b> – for puppet shows.  <b>Explanation text</b> – history of puppets (briefly)/theatre programmes  <b>Narrative</b> – adventure stories.eg. Narnia or Charlie story  <b>Non chron report</b> -Madagascar animals  <b>Poetry</b> – weather            Ongoing Grammar/Comprehension</p>			<p><b>Narrative</b> – Perseus and Medusa.  <b>Instructional writing.</b>  <b>Poetry</b> – Adventures of Isobel or limericks  <b>Narrative</b> - Odysseus and the Cyclops or 2 x 1 week short narratives.  <b>Recounts</b> incl. Greek day  <b>Poetry</b> - Christmas/ shape Poetry  <b>Narrative</b> – Tomb Robbers (quest)  <b>Explanation text</b> – mummification  <b>Non Chron reports</b> - Egypt  <b>Narrative</b> – the king of the Fishes or short narrative  <b>Recounts</b> – Paignton zoo trip  <b>Non Chron reports</b> – Amazon rain forest animals  <b>Playscripts</b>  <b>Poetry</b>            Ongoing Grammar/Comprehension</p>		
<b>Maths</b>	Place Value Addition and Subtraction Multiplication and Division (Length and Perimeter Y4)	Multiplication and Division Money – Measure Statistics Length and Perimeter-Measure (Area Y4) Fractions (Decimals Y4)	Fractions Time – Measure Properties of Shape Mass and Capacity Statistics (Decimals Y4)	Place Value Addition and Subtraction Multiplication and Division (Length and Perimeter Y4)	Multiplication and Division Money – Measure Statistics Length and Perimeter- Measure (Area Y4) Fractions (Decimals Y4)	Fractions Time – Measure Properties of Shape Mass and Capacity Statistics (Decimals Y4)
<b>Science</b>	<b>Forces and Magnets</b> Understand how magnets work and make predictions on whether objects will be magnetic or non magnetic. Using correct vocabulary when identifying magnetic materials. Investigation: Which magnet is the strongest	<b>Electricity</b> Understand how electricity can produce heat, light and sound via mains or battery powered. Make a simple circuits Investigation: Changing circuits Conductors and Insulators	<b>Plants</b> Identifying plants we eat and which part. Label the parts of a plant and the job they do. Life cycle of a plant and seed dispersal. Investigation: What do plants need to grow successfully	<b>States of Matter</b> Identifying solids, liquids and gases using appropriate vocabulary. The water cycle and its processes. Exploring water balloons. Investigation: Where is the best place to dry clothes	<b>Animals including humans</b> Making comparisons of animal traits (physical) Identifying and naming the human skeleton. Knowing how muscles and joints enable us to move Investigation: Is our arm span the same as our height? Does the tallest person have the biggest feet?	<b>Living things and habitats</b> Studying food chains- identifying producers, predators and prey. Using classification keys. Comparing different organisms. Looking at our local habitats (beach/ woodland/meadow) and making comparisons. Observing what makes a good habitat for a specific animal.



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Science (cont.)	<p><b>Teeth-healthy diet</b></p> <p>Understanding food pyramids and identifying a healthy meal. Label the different teeth in a diagram and what part they play in eating.</p> <p>Investigation: How different liquids affect teeth.</p>	<p><b>Rocks and Soils</b></p> <p>Observing rocks in the local environment. Identifying characteristics and their uses of a variety of rocks. Understand how fossils are formed.</p> <p>Investigation: Which rocks are permeable?</p>	<p><b>Light (and Shadows)</b></p> <p>Identifying natural and man made light as well as what produces light and what reflects light. Understanding how shadows are formed.</p> <p>Investigation: Length of shadows</p>	<p><b>Sound</b></p> <p>Exploring vibration and pitch and how sounds may be absorbed.</p> <p>Investigation: What material absorbs sound the best.</p>	<p><b>Digestive System</b></p> <p>How it works, identify what each part does and the process of digestion.</p> <p>Investigation: Constructing digestive system.</p>	<p>Investigation: What is the best habitat for certain plants and animals</p>
PE	<p>Real PE</p> <p>Swimming</p>	<p>Real PE</p> <p>Invasion games - football/tag rugby/netball.</p> <p>Gymnastics</p>	<p>Real PE</p> <p>Athletics</p> <p>Striking and Fielding</p>	<p>Real PE</p> <p>Swimming</p>	<p>Real PE</p> <p>Invasion games - football/tag rugby/netball.</p> <p>Gymnastics</p>	<p>Real PE</p> <p>Athletics</p> <p>Striking and Fielding</p>
Art	<p>Colour theory (feelings/seasons)</p> <p>Tonal landscapes</p> <p>William Morris's (covers for Fairytale books links to outcome)</p> <p>Abstract bicycles (time permitting)</p>	<p>Puppet Design</p> <p>Theatre Design</p> <p>(Lowry Study – Time permitting)</p>	<p>Drawing skills, observational work</p> <p>Impressionism.</p> <p>African Art</p>	<p>Colour Theory</p> <p>Medusa heads-Drawing, painting, sculpture.</p> <p>Greek pots -drawings, clay</p> <p>Masks</p>	<p>Clay Cartouches</p> <p>Clay eye of Horus</p> <p>Gods – Mix media/collage (time permitting)</p>	<p>Pattern work</p>
Geography	<p>Continents, countries, World, climate. Comparisons with European country – Germany</p> <p>Maps</p> <p>Regions within U.K. counties</p>	<p>Maps – Coordinate work</p> <p>Symbols/keys/ compass points</p>	<p>Contrasting locality – local and Madagascar Climate/Weather</p> <p>Physical/human Northern/Southern Hemisphere</p> <p>Equator</p>	<p>Continents, Countries, Europe, the world, Comparison with European Country – Greece</p>	<p>Location</p> <p>Revise Continents</p> <p>Europe</p> <p>Physical geography of Egypt</p>	<p>Regions within UK</p>
History		<p>Entertainment through history</p>	<p>Local History Study</p>	<p>Ancient Greece</p>	<p>Ancient Egyptians</p>	



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Music	Music Express -Singing Games -Traditional Rhymes Brittens guide to the	Graphic Scores (Links to puppet shows) Yr 3/4 /Music Express	Composition. On Weather. Yr 3/4/Music Express	Yr 3/4 /Music Express Playground games	Yr 3/4/Music Express Brittens guide to the orchestra.	Yr 3/4/Music Express
P.S.H.E	New Beginnings Anti-bullying Getting on and falling out (Yr 3 Program)	Going for Goals. Good to be me. (Yr 3 Program)	Relationships Changes (Yr 3 Program)	New Beginnings Anti-bullying Getting on and falling out (Yr 3 Program)	Going for Goals. Good to be me. (Yr 4 Program)	Relationships Changes (Yr 4 Program)
D&T	Textiles 'Seasonal Weavings' Construction – building bridges. -Fairytale scenes	Textiles – Puppet making Theatre design and making. Food- Healthy cocktails	Free standing structures- Photo frames.	Construction – building Greek temple structure to hold weight. Food – Greek food and making Greek dips.  Textiles – Greek pattern stitching on to plastic canvas	Construction – making 3D sarcophagus.  (Time permitting – Making a shaduf)	Control mechanism – cams and levers – linked to animals popping up or running
MFL	French	French	French	French	French	French
Computing	E safety- captain Clara-childnet.com website / thinkyouknow site  Brothers' Grimm linked Germany Study – Finding information online, using research to create a report on Germany.	E safety –  Researching Entertainment through the ages to compare and contrast.  Creating class database on mythical beasts to sort, search and investigate data.	E safety –  Digital imagery - link to D&T photo frames using iPads to take photos that can be printed off and saved in each child's class file.  Create a non-chronological report using Smart or Keynote.	E safety –  Finding information online, using research to create a report on Greece.  Researching daily life in Ancient Greece leading to group presentations.	E safety - Captain Clara/ know it all.  Word processing-key skills to include typing, saving, opening and inserting pictures linked to research on Egypt.  Coding	E safety –  Animation and audio to summer poetry.  Research on animals  Creating class database on animals to sort, search and investigate data.  Green-Screen and filming linked to animal work and riddles.



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Computing (cont.)	<p>Digital Art – creating repeating pattern using Revelation Natural Art software in the style of William Morris – Literacy outcome link – Designs used as cover for fairy -tale book. Word process contents page.</p> <p>Animation linked to Science – Teeth and Eating information videos.</p> <p>Using videoing and recording to evaluate poetry performances.</p> <p>Word processing - Use book creator App linking to literacy work.</p>	<p>Science – Virtual experiment on Rocks &amp; Soils.</p> <p>Using Smart Notebook to create play scripts, titles and labels.</p> <p>Music and sounds using Garage Band and Audacity.</p>	<p>Morfo – Creating a moving image and edit these to bring characters to life.</p> <p>Unit 1 Scratch - Coding to help a figure move around.</p> <p>Research Madagascan Animals.</p> <p>Green-Screen and filming linked to Madagascan animal work.</p> <p>Presenting own weather forecast slides, writing scripts and presenting</p> <p>Email communication.</p>	<p>Use art software to create Greek pattern or Christmas wrapping paper</p> <p>Creating animation linked pollution story in English using Stop Motion</p>	<p>Use of Padlet to share ideas.</p> <p>Simulation game on building a pyramid.</p> <p>Multimedia presentation using KeyNote App linked to non-chronological reports on Ancient Egypt.</p> <p>Morfo – Creating a moving image and edit these to bring characters to life.</p> <p>Email communication.</p>	
Religious Education	<p>Worship</p> <p>Pilgrimage and Sacred Places</p>	<p>Symbols and</p> <p>Religious Expression</p>	<p>Teachings and Authority</p>	<p>Inspirational People</p>	<p>Religion and the Individual</p>	<p>Religion, Family and Community.</p>