

Curriculum & Learning Journey

Autumn 1 - Year 3/4



Reading

The children will continue to practise their VIPERS skills. These are:

Vocabulary: Find and explain the meaning of words in context.

Inference: Make and justify inferences using evidence from the text.

Prediction: Predict what might happen from the details given and implied.

Explain

- Explain how content is related and contributes to the meaning as a whole.
- Explain how meaning is enhanced through choice of language.
- Explain the themes and patterns that develop across the text.
- Explain how information contributes to the overall experience.

Retrieve: Retrieve and record information and identify key details from fiction and non-fiction.

Summarise and Sequence: Summarise the main ideas from more than one paragraph

Writing

Text Driver: The Magic Thief

Outcome 1: Instructions

Punctuation:

Commas

Writing features:

Modal verbs

Adverbs

Formal tone

Sentence types:

Statements

Commands

Coordination

Subordination



Outcome 2: Narrative

Punctuation:

Exclamation marks

Speech marks

Commas

Possessive apostrophes

Apostrophes

Writing features:

Speech (to advance action/ characterisation)

Contracted word forms

Atmospheric language

Expanded noun phrases

Emotive language

Fronted adverbials

Sentence types:

Short sentences for effect

Maths

Year 3

Place Value

- count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number
- identify, represent and estimate numbers using different representations
- read and write numbers up to 1000 in numerals and in words
- recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- compare and order numbers up to 1000
- solve number problems and practical problems involving these ideas

Addition and Subtraction

- add and subtract numbers mentally, including:
 - a three-digit number and ones
 - a three-digit number and tens
 - a three-digit number and hundreds
- add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction
- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction

Year 4

Place Value

- count in multiples of 6, 7, 9, 25 and 1000
- count backwards through zero to include negative numbers
- identify, represent and estimate numbers using different representations
- read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value
- find 1000 more or less than a given number
- recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) order and compare numbers beyond 1000
- round any number to the nearest 10, 100 or 1000

Addition and Subtraction

- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

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Science

Unit: Sound

Children will learn:

- To use the term 'vibration' to explain how sounds are created.
- To explain how sounds travel differently through different materials.
- To explain how vibrations are different in sounds with higher and lower pitches and volumes.
- To find and discuss patterns in sounds.

History

Unit: Stone Age to Iron Age

Children will learn:

- To know when the Stone Age, Bronze Age and Iron Age took place.
- To know the main achievements of the Stone Age, Bronze Age and Iron Ages.
- To know a range of information about the life of Stone Age, Bronze Age and Iron Age people.
- To name similarities and differences between the Stone Age, Iron Age and Bronze Age and other civilisations.
- To use sources to draw conclusions about the life of Stone Age, Bronze Age and Iron Age people.

DT

Unit: Pneumatic Toys

Children will learn:

- To understand how pneumatic mechanisms work.
- To use technical vocabulary relevant to mechanical systems.
- To order the main stages of making a mechanical system.
- To select from and use appropriate tools with some accuracy to cut and join materials and components such as tubing, syringes and balloons.
- To select from and use finishing techniques suitable for the product being created.

RE

Unit: People of God

Children will learn:

- To recall the key events that led to the parting of the Red Sea.
- To explain why Christians would describe themselves as People of God, referring to passages in the Bible.
- To identify places or groups to which they belong and why they are important to them.

Computing

Unit: Events and Actions In Games

Children will learn:

- To build a sequence of commands.
- To combine commands in a program.
- To order commands in a program.
- To create a sequence of commands to produce a given outcome.
- To understand that programs start because of an input.
- To know what a sequence is.
- To understand that different sequences can produce the same output.
- To understand that different sequences can produce a different output.

PE

Unit: Jumps, Leaps and Vaulting

Children will learn:

- To perform a standing vault onto a piece of equipment in a controlled way.
- To perform a running vault onto a horse box in a controlled way.
- To sequence 4 jumps together with a partner.
- To incorporate jumps, leaps and vaults into a short routine.
- To explain how to use their body to generate power and momentum when vaulting.
- To give others feedback on how to increase power, height and distance when vaulting.

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Autumn 1 - Year 3/4



PSHE

Unit: Healthy Lifestyle and Exercise

Children will learn:

- How to make informed choices (and recognising that these choices can have positive and negative consequences).
- I know what makes a balanced lifestyle.
- To know the importance of building regular exercise into daily and weekly routines and how to achieve this; for example, walking or cycling to school, a daily active mile or other forms of regular, vigorous exercise.
- To understand the risks associated with an inactive lifestyle (including obesity).
- To know what constitutes a healthy diet (including understanding calories and other nutritional content).

Enrichment

- Banji Alexander visit
- Surfers Against Sewage workshop
- Dance Live Rehearsals Start
- Stone Age workshop WOW day.

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