Year 3/4	Spring 1	Key Focus/Outcomes	Spring 2	Key Focus/Outcomes
English	The Bear under the stairs Helen Cooper Narrative The Owl and the Pussycat Edward Lear Rhyme poetry	 Increase the legibility, consistency and quality of handwriting Make predictions and descriptions based on a story. Increase the legibility, consistency and quality of handwriting Discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar. Assessing the effectiveness of their own and others' writing and suggesting improvements. Proposing changes to grammar and vocabulary to improve consistency, including the accurate use of pronouns in sentences. Make predictions and descriptions based on a story. Read aloud their own writing, to a group or the whole class, using appropriate intonation and controlling the tone and volume so that the meaning is clear. 	The Journey home Frann Preston-Gannom The Water protectors Carole Lindstrom Narrative	 In narratives, creating settings, characters and plot. Assessing the effectiveness of their own and others' writing and suggesting improvements. Organising paragraphs around a theme. In non-narrative material, using simple organisational devices [for example, headings and sub-headings]. Use the first two or three letters of a word to check its spelling in a dictionary. Write from memory simple sentences, dictated by the teacher, that include words and punctuation taught so far. Use of the forms 'a' or 'an' according to whether the next word begins with a consonant or a vowel (eg, a rock, an open box).
Maths	Year 2: Measurement-money Year 2: Number-Multiplication and Division	 Year 2 Count money-pounds (notes and coins) Choose notes and coins Make the same amount Compare amounts of money Calculate with money Make a pound Two-step problems Recognise equal groups Add equal groups Introduce the multiplication symbol Multiplication sentences Use arrays Make equal groups-sharing The 2-times tables Divide by 2 	Year 2: Measurement-length and heights Year 2: Measurement-Mass, capacity and temperature	 Year 2 Measure in centimetres Measure in metres Compare lengths and heights Four operations with lengths and heights Compare mass Measure in grams Measure in kilograms Four operations with mass Compare volume and capacity Measure in millilitres Measure in litres Four operations with volume and capacity Temperature

Year 3	3: Number-Multiplication and Division	 Doubling and halving Odd and even numbers The 10 times table Divide by 10 The 5 and 10 times-table 		 Year 3 Understand the numerators and non-unit fractions
Year	3: Measurement-Length and Perimeter	 Year 3 Multiples of 10 Related calculations Reasoning about multiplication Multiply a 2-digit number by a 1-digit number-no exchange Multiply a 2-digit number by a 1-digit number-with exchange Link multiplication and division Divide a 2-digit number by a 1-digit number-no exchange Divide a 2-digit number by a 1-digit number-flexible partitioning Divide a 2-digit number by a 1-digit number-with remainders 	Year 3: Number-fractions Year 3: Measure-Mass and capacity	 Understand the whole Compare and order non-unit fractions Fractions and scales Fractions on a number line Count in fractions on a number line Equivalent fractions on a number line Equivalent fractions as bar models Measure mass in kilograms and grams Equivalent masses (Kilograms and grams) Compare mass Add and subtract mass Measure capacity and volume in millilitres Equivalent capacities and volumes Compare capacity and volume Add and subtract capacity and volume.
		 Measure in metres and centimetres Measure in millimetres Measure in centimetres and millimetres Metres, centimetres and millimetres Equivalent lengths-metres and centimetres Equivalent lengths-centimetres and millimetres Compare lengths Add lengths Subtract lengths What is perimeter? Measure perimeter Calculate perimeter 		
Science Yea	r 2: Everyday Materials	 Year 2 Identify a variety of everyday materials Distinguish between an object and the material it is made from. 	Year 2: Living things and Habitats	 Explore and compare the differences between things that are living, dead, and living things that have never been alive.

	Year 3: Light	 Investigate the properties of different materials. Which material will protect Humpty Dumpty? Year 3 Recognise that there needs to be light in order to see things and that darkness is the absence of light. Notice that light is reflected from surfaces. Recognise that light from the sun can be dangerous and that there are ways to protect your eyes and skin from the sun. Recognise that shadows are formed when light from a light source is blocked by an opaque object. 	Year 3: Forces	 Identify and name a variety of plants and animals in their habitats, including microhabitats. Observe closely and use observations to answer questions Identify that most living things live in a habitat to which they are suited. Construct a simple food chain. Year 3 Compare hoe different things move. Plan and conduct a fair test to compare how objects move on different surfaces Explore how magnetic forces act at a distance Compare and group various everyday materials based on whether they are attracted to a magnet. Predict whether two magnets will attract or repel each other. Record findings using simple scientific vocabulary. Use my results to draw simple conclusions.
Geography	Where does our food come from?	 How can our food choices impact the environment? What does it mean to trade responsibly? How do we get our chocolate? Where does our food come from? Are our school dinners locally sourced? Is it better to buy local or imported food? 		
History			How have children's lives changed?	 What do sources tell us about how children's lives have changed? Why did Tudor children work and what was it like? What jobs did children have in Victorian England and what were they like? How did Lord Shaftesbury help to change the lives of children?

	J			 How and why has children's leisure time changed? What were the diseases children caught and how were they treated?
Music	Musical me	 Once a man fell in a well Dynamics and timbre Melody My own melody Group composition 	Dynamics, timbre, tempo and motifs (space)	 Space soundtrack Listening to space Comparing planets Planet motif Journey to space
DT			Cooking and Nutrition: A balanced diet	 Food groups Balanced meals Preparing ingredients Taste testing ingredients Planning recipes Creating and evaluating wraps.
MFL (French)	French playground games	 Let's count in French Let's count higher in French How old are you in French? Reading French numbers Outdoor games in France 	In a French classroom	 Follow the French teacher Pencils and things in the French classroom To have or have not in the French classroom School bag French detectives In my French bag
Art	Drawing: Growing Artists	 See like an artist Shading Texture pictures Botanical drawing Abstract flowers 		
PE	Dance Target games	 use running, jumping, throwing and catching in isolation and in combination play competitive games, and apply basic principles suitable for attacking and defending 	Fitness Invasion	 use running, jumping, throwing and catching in isolation and in combination play competitive games, and apply basic principles suitable for attacking and defending
RE	What do Christian people believe about salvation?	 Exploring the bible and its books. Exploring and reading different bible stories including 'The lost sheep' 	What do Christian people believe about salvation?	

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		 Exploring the Easter story and the importance of Good Friday and the events that led up to Good Friday and Easter 			
PSHE &	Safety and the Changing body	 Communicating online Secrets and surprises Appropriate contact: My private parts Appropriate contact: My private parts are private Respecting personal boundaries Road safety Crossing roads safely Staying safe with medicine 	Citizenship	 Rules beyond school Our school environment Our local environment Job roles in our local community Similar yet different School council Giving my opinion 	
RSHE	No Outsiders	How to be a Lion Ed Vere To have self-confidence	No Outsiders	How to be a Lion Ed Vere To have self-confidence	
Computing	Programming A: Robot algorithms	 To follow and give clear instructions. To use an algorithm to programme a sequence for a floor robot To make predictions and follow a sequence. To plan and design a route map. To find and fix errors in programmes and algorithms that i have created. 	Data and information Pictograms	 To organise data into tally charts and pictograms. Learn how to enter data onto a computer. To represent data in different ways on computers. To understand what data can be shared and how. 	
	Online Safety	•	Online Safety	•	