

		Cycle B Curriculum Overview Adventurers Years 3 & 4 September 2021						
		Design and Technology	History	Geography	Art	Music	Computing	PSHE
Spring Term Theme 2 Culture I Have a Dream 6.5 weeks 3.1.2022-18.2.2022	To know the differences in the life cycles of a mammal, an amphibian, an insect and a bird To recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents To be able to describe the life process of reproduction in some plants and animals To be able to classify plants and animals based on specific characteristics and give reasons To describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences To know and can identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution		To learn the definition of apartheid To know about the Jim Crow Laws and how they affected black people To learn about Martin Luther King and the impact he had on society To become familiar with Nelson Mandela's role in the anti-apartheid movement in South Africa		To know about great artists, architects and designers To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials To know that Pietro D'Angelo is an artist that creates paper clip sculptures To understand the properties and capabilities of wire e.g. mesh, paper clips, garden wire	Develop an understanding of the history of music To know what folk music is To know some English folk music To know about the origins of spiritual folk slave songs To understand what a musical phrase is	To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information To use a variety of ICT tools to create, develop and refine presentations and performances, integrating effects to enhance outcomes To select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Understand that there are many situations in which collaboration is necessary Understand the need to develop team work skills Work co-operatively, showing fairness and consideration to others Recognise their strengths and how they can contribute to different groups Work independently and in groups, taking on different roles and collaborating towards a common goal Recognise how new relationships may develop Reflect on the many different types of relationships that exist Recognise that there are many roles within a community Understand the need to collaborate in a group situation Learn about cultural differences and how diverse cultures can enhance societies Learn about gender discrimination and its impact
	Curriculum Walk Like an Egyptian 3 weeks 28.2.2022-18.3.2022		Pupils should be taught about the achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth of study of Ancient Egypt					
Summer Term Theme 3 Communication A World of Bright Ideas 7 weeks 21.3.2022-20.5.2022	To know that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object To identify the effects of air resistance and friction, that act between moving surfaces To recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect		To learn about important inventions from the past		To create sketch books to record their observations and use them to review and revisit ideas To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials To know why logos are important in branding To know the features of a strong brand image	Develop an understanding of the history of music To know about the history and evolution of the guitar To know how to recognise the instruments heard in a piece of music To know about the history and evolution of the flute To understand the importance and impact of timbre in music To know which instruments belong to the flute and guitar families	To use technology safely, respectfully and responsibly; recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns about content and contact To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts To use sequence, selection, and repetition in programs; work with variables and various forms of input and output To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs To use ICT to create and refine sequences of instructions to explore problems and make controllable systems To analyse, describe and discuss the effectiveness of my work with ICT To select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information To use ICT safely, respectfully and responsibly, managing risk and showing awareness of other users To use sequence, selection, and repetition in programs	Work collaboratively towards common goals Recognise their strengths and how they can contribute to different groups Listen to and show consideration for other people's views Work independently and in groups, taking on different roles and collaborating towards common goals Take responsibility for their physical activity and nutrition in achieving a physically and mentally healthy lifestyle Know how to cook and apply the principles of nutrition and healthy eating Prepare and cook with a variety of ingredients, using a range of cooking techniques
	Active Week 1 week 23.5.2022							
Theme 4 Conservation Global Warning 7 weeks 7.6.2022-21.7.2022	To know that some changes result in the formation of new materials, and that this kind of change is not usually reversible To compare and group together everyday materials based on evidence from comparative and fair tests, including their hardness, solubility, conductivity (electrical and thermal), and response to magnets To suggest how mixtures might be separated, including through filtering, sieving and evaporating, use my knowledge of solids, liquids and gases To know how to demonstrate that dissolving, mixing and changes of state are often reversible changes To understand how some materials will dissolve in liquid to form a solution and describe how to recover a substance from a solution To show understanding by giving reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials (including metals, wood and plastic)		To understand the meaning of the term 'pollution' To learn about water pollution and its effects To learn about air pollution and its effects To understand the link between waste and pollution		To understand the meaning of the term 'pollution' To learn about water pollution and its effects To learn about air pollution and its effects To understand the link between waste and pollution	Listen with attention to detail and recall sounds with increasing aural memory To know what a 'verse' is in a piece of music To know what an echo is To know what a call and response song is To know how to record a composition using digital technology	To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information To use a variety of ICT tools to create, develop and refine presentations and performances, integrating effects to enhance outcomes To organise and adjust communication according to the needs of the audience and the technology, including taking account of the quality and content of the communication To use a variety of ICT tools to create, refine and present work in a variety of digital and printed formats using appropriate forms and conventions	