Computing

iAlgorithm *solve problems by decomposing them into smaller parts; use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs*

iSafe- staying safe online

History

Discuss changes in Britain from the Stone Age to the Iron Age

Discuss changes in Britain from the Stone Age to the Iron Age including late Neolithic hunter gathers and early farmers for example Skara Brae, Bronze Age religion, technology and transport including Stone Henge, iron age hill forts, tribal kingdoms, farming, art and culture.

DT

Design and make a Stone Age necklace using clay beads

Generate, develop, model and communicate their ideas through discussion, annotated sketches and cross-sectional diagrams; ♣ select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.

Science

Animals and their habitats

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.

Rocks and Soils

Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties; describe in simple terms how fossils are formed when things that have lived are trapped within rock; recognise that soils are made from rocks and organic matter.

Whatever happened to the Woolly Mammoth?

Year 3 and 4

Spring Term 2017

Art

Create cave painting using a variety of media

Introduce different kinds of brushed for specific purposes; explore the effect on paint of adding water, sand, sawdust, etc.; create a different effects by using a variety of tools and techniques, such as dots, scratches and splashes.

Print-making (DT link)

Explore images and recreate patterns and textures using wallpaper, polystyrene, string; printing on a variety of materials.

Geography

Design their own Stone Age settlement and create a map to show it.

Use eight points of a compass, our and six digit grid references and symbols including those on ordnance survey maps to locate knowledge of the UK and the wider world.

PE

Gymnastics

Net and Wall Games

Music

Using Music to tell a story

Improvise and compose music for a range of purposes using the inter-related dimensions of music.