



Dordon Community Primary School

Class plan - Swift 25-26 Cycle A



Invasion History

Companions

- Contrast and Complement (Y4) **Art and design**
- Interconnected World **Geography**
- Fresh Food, Good Food **Design and technology**
- Warp and Weft **Art and design**
- Food and the Digestive System **Science**
- Sound **Science**

Planned term & Provocation

Autumn History Detectives! What does the mystery of the empty Saxon grave tell us about Saxon Britain? Pupils are put in the role of detectives to investigate the Sutton Hoo bodiless ship burial. Having looked at the clues they then use their deductive power to work out which of 4 suspects is most likely to have been the owner.

Trips and Visits

Saxon/Viking Visit in school (Get the Specialists team) Swimming

Suggested text

Arthur & the Golden Rope - Joe Todd Stanton (PofR) The Vikings - Non-fiction Odd and the Frost Giants - Neil Gaimen (fun book)
Charlotte's Web - E B White (PofR)

Memorable experience

The Ruin. [Fresh Food, Good Food] - Keeping food fresh. [Warp and Weft] - Textiles through time

Innovate challenge

Viking hoard. [Fresh Food, Good Food] - Designing and making a healthy packaged snack. [Warp and Weft] - Creating wall hangings

English

Autumn 1 - Letter, Persuasion, non-chron reports/explanation, Narrative Autumn 2 - Personification poem, discussion text, alternative ending (; Norse myths; Non-chronological reports)

Grammar

Autumn 1 - Recap Complex sentences - conjunctions, Adverbs, prepositions, present perfect, Autumn 2 - New learning Fronted adverbials, determiner, paragraphs, inverted commas

Spellings

Autumn 1 Spelling Shed Year 3 Term 2 Autumn 2 Spelling Shed Year 3 Term 2

History

Roman withdrawal from Britain; Chronology of invasion; Anglo-Saxon invasion; Anglo-Saxon kingdoms, beliefs and customs; Religion; Everyday life in Anglo-Saxon Britain; Viking invasion; Everyday life in Viking Britain; Significant people – King Athelstan; Norman invasion; Legacy

Geography

Geographical sources. [Interconnected World] - Compass points; Four and six-figure grid references; Tropics of Cancer and Capricorn; Countries, climate and culture of North and South America; Significant physical features of the UK; Renewable and non-renewable energy; National Rail network; UK canal network; Fieldwork; Local enquiry

Science

Autumn 1 Digestive System - digestive system, comparisons to other animals Autumn 2 Sound- how sounds are made, how sound travels, properties of materials

Physical education

Autumn 1 - Fitness/Swimming Autumn 2 - Dance/Swimming

Computing

Autumn 1 - Online safety Autumn 2 - Coding

Relationships, Sex, Health and Economics

Autumn 1 -Protective behaviours, families and friendships Autumn 2 - Safe relationships, respecting ourselves and others

Religious education

Autumn 1 - Introduction to RE and World views Autumn 2 -

Music

Autumn 1 - Interesting time signatures Autumn 2 - Combining elements to make music

Design and technology

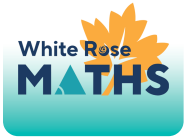
[Fresh Food, Good Food] - Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks

Art and design

Autumn 1 - Contrast and Complement - Colour theory; Colour wheel; Tertiary colours; Warm and cool colours; Complementary colours; Analogous colours. Autumn 2 - Warp and Weft Weaving; Exploring yarns

Languages

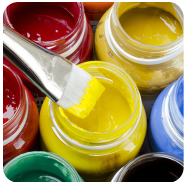
Autumn 1 - Les formes (shapes) Autumn 2 - La date (the date)



Y4 WRM – Autumn (v3.0) **Mathematics**

Mathematics

Block 1: Number – Place value; Block 2: Number – Addition and subtraction; Block 3: Measurement – Area; Block 4 Number – Multiplication and division



Contrast and Complement (Y4) **Art and design**

Art and design

Colour theory; Colour wheel; Tertiary colours; Warm and cool colours; Complementary colours; Analogous colours



Interconnected World **Geography**

Suggested text

Collins Primary Atlas - Collins Kids

Geography

Compass points; Four and six-figure grid references; Tropics of Cancer and Capricorn; Countries, climate and culture of North and South America; Significant physical features of the UK; Renewable and non-renewable energy; National Rail network; UK canal network; Fieldwork; Local enquiry



Fresh Food, Good Food **Design and technology**

Memorable experience

Keeping food fresh

Innovate challenge

Designing and making a healthy packaged snack

Design and technology

Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks



Warp and Weft **Art and design**

Memorable experience

Textiles through time

Innovate challenge

Creating wall hangings

Art and design

Weaving; Exploring yarns



Food and the Digestive System

Science

Innovate challenge

Let's investigate focus: Planning and carrying out

Science

Producers and consumers; Ecosystems; Food chains and food webs; Changes in ecosystems; Digestive system; Teeth types – incisors, canines, premolars, molars; Teeth health and dental hygiene; Working scientifically – Identifying and classifying, Observing changes over time, Comparative test, Pattern seeking, Research



Sound

Science

Innovate challenge

Let's investigate focus: Planning and carrying out

Science

Sound facts; Investigating sound; Sound waves; How we hear sounds; Muffling sound investigation; Volume and distance investigation; Changing the volume of sound investigation; Changing the pitch of sound investigation; Investigating sound further; Working scientifically – Identifying and classifying, Comparative test, Pattern seeking, Research



Misty Mountain, Winding River

Geography

Companions

- Vista (Art and design)
- Functional and Fancy Fabrics (Design and technology)
- States of Matter (Science)
- Animal (Art and design)
- Grouping and Classifying (Science)

Planned term & Provocation

Spring Visit to Wolesley Wildlife Centre to complete a river study.

Trips and Visits

Wolsley Wildlife Centre - River study Swimming

Suggested text

Varjak Paw (PofR) Pebble in my Pocket (PofR)

Memorable experience

River visit. [Vista] - What a view!. [Functional and Fancy Fabrics] - Exploring fabrics. [Animal] - Animals in art

Innovate challenge

Learn about the Lakes. [Vista] - My landscape. [Functional and Fancy Fabrics] - Designing and making a William Morris-inspired fabric. [States of Matter] - Let's investigate focus: Observing, measuring and recording. [Animal] - Making Bankura horse sculptures. [Grouping and Classifying] - Let's investigate focus: Reporting and concluding

English

Spring 1 Instructions, Emotive letter, free verse poetry, Spring 2 Story writing - theme, persuasion, Narrative, Explanation (Diaries; Information leaflets; Explanations; Narrative poetry)

Grammar

Spring 1 - New learning Standard English, plural and possessive, pronoun, Spring 2 - New learning Noun phrases, RECAP - Fronted adverbials, noun phrases

Spellings

Spring 1 'Spelling Shed Year 3 term 3 Spring 2 Spelling Shed Year 3 term 3

Geography

Rivers; Maps; Grid references; Contour lines; Physical processes – erosion, transportation and deposition; World rivers; Aerial images; Mountains; UK mountains; World mountains; Compass points; Water cycle; Soil; Altitudinal zones; Data analysis

Science

Spring 1 - States of Matter Classifying solids, liquids and gases; Unusual materials; Particle theory; Change of state; Melting, freezing, evaporation and condensation; States of water; Measuring temperature; Investigating melting; Line graphs; Researching melting and boiling points; Working scientifically – Observing changes over time, Identifying and classifying, Pattern seeking, Comparative test, Research. Spring 2 - Grouping and Classifying Types of classification; Taxonomy; Understanding and creating classification keys; Animal kingdom; Plant kingdom; Classifying new discoveries; Working scientifically – Identifying and classifying, Pattern seeking, Research

Physical education

Spring 1 - Dodgeball/Swimming Spring 2 - Tennis/Gymnastics

Computing

Spring 1 - Computer systems and networks - The Internet Spring 2 - Creating media - Audio production and photo editing

Relationships, Sex, Health and Economics

Spring 1 - Living in the wider world - Belonging to a community, media literacy and Digital resilience Spring 2 - Living in the wider world - Money and work

Religious education

Spring 1 - Spring 2 -

Music

Spring 1 - Developing pulse and groove through improvisation Spring 2 - Creating simple melodies together

Design and technology

Mountain climbing equipment. [Functional and Fancy Fabrics] - Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; Designing and making patterned and embellished fabrics

Art and design

[Vista] - Landscape; Perspective. [Functional and Fancy Fabrics] - Motifs and pattern; Nature; Block printing; Embroidery. [Animal] - Significance of animals in art; Drawing; Printing, Clay sculpture

Languages

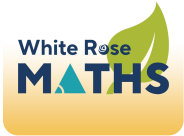
Spring 1 - Je me presente (presenting myself) Spring 2 -Les legumes (vegetables)



Y4 Computing **Computing**

Computing

Staying safe online; Evaluating digital content; Algorithms and debugging; Programming



Y4 WRM – Spring (v3.0) **Mathematics**

Mathematics

Block 1: Number – Multiplication and division; Block 2: Measurement – Length and perimeter; Block 3: Number – Fractions; Block 4: Number – Decimals



Vista **Art and design**

Memorable experience

What a view!

Innovate challenge

My landscape

Art and design

Landscape; Perspective



Functional and Fancy Fabrics **Design and technology**

Memorable experience

Exploring fabrics

Innovate challenge

Designing and making a William Morris-inspired fabric

Design and technology

Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; Designing and making patterned and embellished fabrics

Art and design

Motifs and pattern; Nature; Block printing; Embroidery



States of Matter **Science**

Innovate challenge

Let's investigate focus: Observing, measuring and recording

Science

Classifying solids, liquids and gases; Unusual materials; Particle theory; Change of state; Melting, freezing, evaporation and condensation; States of water; Measuring temperature; Investigating melting; Line graphs; Researching melting and boiling points; Working scientifically – Observing changes over time, Identifying and classifying, Pattern seeking, Comparative test, Research



Animal

Art and design

Memorable experience

Animals in art

Innovate challenge

Making Bankura horse sculptures

Art and design

Significance of animals in art; Drawing; Printing, Clay sculpture



Grouping and Classifying

Science

Innovate challenge

Let's investigate focus: Reporting and concluding

Science

Types of classification; Taxonomy; Understanding and creating classification keys; Animal kingdom; Plant kingdom; Classifying new discoveries; Working scientifically – Identifying and classifying, Pattern seeking, Research



Ancient Civilisations

History

Companions

- Statues, Statuettes and Figurines

Art and design
- Electrical Circuits and Conductors

Science
- Tomb Builders

Design and technology

Planned term & Provocation

Summer Children to become archaeologists for the day, discovering artefacts from varied civilisations.

Trips and Visits

Trip to a Mosque

Suggested text

Secrets of a Sun King – Emma Carroll - chosen for excellent teaching opportunities Marcy and the Riddle of the Sphinx (PodR)

Memorable experience

What is a civilisation?. [Tomb Builders] - Identifying simple machines. [Statues, Statuettes and Figurines] - Figure drawing. [Islamic Art] - Exploring Islamic art

Innovate challenge

Exploring the Indus Valley civilisation. [Tomb Builders] - Designing simple machines. [Statues, Statuettes and Figurines] - Making Sumer-style figurines. [Electrical Circuits and Conductors] - Designing and making a nightlight. [Islamic Art] - Creating geometric tiles

English

Summer 1 Balanced argument/discussion, playscript, narrative poetry Summer 2 Story writing - alternative ending (Free verse poetry; Instructions; Stories from other cultures)

Grammar

Recap all areas

Spellings

Summer 1 Spelling Shed Year 4 Term 1 Summer 2 Spelling Shed Year 4 term 1

History

Features of civilisations; Ancient Sumer; Ancient Egypt; Indus Valley civilisation; Artefacts; Timelines; New inventions and technology; Everyday life; Social hierarchy; Significant leaders; End of ancient civilisations

Geography

[Electrical Circuits and Conductors] - Sustainable energy sources

Science

Summer 1 and 2 - Electrical Circuits and Conductors Sources of electricity; Electrical devices; Electrical components; Series circuits; Complete and incomplete circuits; Conductivity; Conductors and insulators; Wired plugs; Incandescent light bulbs; Future of electricity; Working scientifically – Identifying and classifying, Pattern seeking, Comparative test, Research

Physical education

Summer 1 - Rounders/Yoga Summer 2 - OAA/Athletics

Computing

Summer 1 - Data and information - Data logging Summer 2 - Programming B - Repetition in games

Relationships, Sex, Health and Economics

Summer 1 - Health and wellbeing - Physical health and mental wellbeing Summer 2 - Health and wellbeing - Growing and changing, keeping safe

Religious education

Summer 1 - Summer 2 -

Music

Summer 1 - Connecting notes and feelings Summer 2 - Purpose, identity and expression in music

Design and technology

[Tomb Builders] - Simple and compound machines. [Electrical Circuits and Conductors] - Making switches; Programmable technologies; Programming a micro:bit; Designing and making a nightlight; Incorporating programming and circuits in products

Art and design

[Statues, Statuettes and Figurines] - Figure drawing; Statues, statuettes and figurines; Sculptures from ancient civilisations; Clay work and sculpting. [Islamic Art] - Features of Islamic art; Motifs and patterns; High and low relief clay sculpture

Languages

Summer 1 - L'ancienne histoire de la Grande-Bretagne (Ancient Britain) Summer 2 - Quel temps fait il? (weather)



Y4 WRM – Summer (v3.0)

Mathematics

Mathematics

Block 1: Number – Decimals; Block 2: Measurement – Money; Block 3: Measurement – Time; Block 4: Geometry – Shape; Block 5: Statistics; Block 6: Geometry – Position and direction



Tomb Builders

Design and technology

Memorable experience

Identifying simple machines

Innovate challenge

Designing simple machines

Design and technology

Simple and compound machines

Simple and compound machines