

MEDIUM TERM PLANNING



KS2

YEAR GROUP: 3/4

TERM: Spring 1 (2023-24)

SCHOOL VALUE:	GOLDEN THREADS:	BRITISH VALUES:	DIVERSITY:	KNOWLEDGE OF THE WORLD:	HOOK AND CELEBRATION:	EXPERIENCES / VISITORS:
<ul style="list-style-type: none"> - Courage - Friendship - Respect - Trust 	<ul style="list-style-type: none"> - Guardians of our Environment - Heritage of our area - Forest School - Gardening 	<ul style="list-style-type: none"> - Democracy - The rule of law - Individual liberty - Mutual respect - Tolerance of those of different faiths and beliefs 	Learning about another continent, learning about explorers and animals, differences in society, and differences in religion.	<p>Where is Antarctica?</p> <p>Who is Ernest Shackleton?</p> <p>Other faiths: Hinduism</p>	<p>Where in the world?</p> <p>Showcase work and learning.</p>	Antarctica Workshop – The Travelling Natural History Museum

	HISTORY	GEOGRAPHY	ART/DT	SCIENCE	MUSIC	R.E	P.E	COMPUTING	RSHE	FRENCH
Unit Title		Who lives in Antarctica?	Light and Dark	Electricity and Circuits	Pentatonic melodies and composition	Hinduism in Britain	Hockey	Animation / Making Music	Health and Wellbeing	Rooms in Home
1		1.To understand the position and significance of lines of latitude. 2.To identify climate zones.		To recognise how electrical appliances are powered. <i>WS: To record and classify qualitative data.</i>		To explore how Hindus show their faith at home.	To develop control of the hockey ball.	<u>Animation</u> To learn how animations are created.	To explain why rules and laws exist.	To be able to name 8 rooms in the house.
2		To describe the location and physical features of Antarctica.	To investigate different ways of applying paint. To mix tints and shades of a colour.	To construct an electrical circuit. <i>WS: To draw a scientific diagram.</i>	To learn about the music used to celebrate the Chinese New Year festival.	To describe how Hindus show their faith in the community.	To dribble with hockey stick.	To add backgrounds and sounds to animations.	To recognise risk, danger and hazard.	To say where you live and detail the rooms in the house.
3		To describe the human features of Antarctica.	To use tints and shades to give a three-dimensional effect when painting.	To explain the use of switches in a circuit.	To play a pentatonic melody.	To identify how the story of Diwali can help Hindus.	To stop the ball while moving.	To include 'stop motion' in an animation.	To show how to stay safe around water.	To learn items of furniture in a bedroom.
4		To use four-figure grid references to plot Shackleton's route to Antarctica.	To explore how paint can create very different effects.	To explain the use of materials as electrical conductors or insulators. <i>WS: To write a method.</i>	To write and perform a pentatonic melody.	To show how Hindus celebrate Diwali.	To pass the ball to teammates	<u>Making Music</u> To experiment with rhythm and tempo.	To explore fire safety.	To begin to understand and use prepositions to describe the bedroom.

5		To plan a simple route on a map using compass points.	To consider proportion and composition when planning a still-life painting.	To investigate what affects bulb brightness. <i>WS: To pose questions and plan ways to test them.</i>	To perform a group composition.	To research Hinduism in Britain.	To stop and pass the ball to teammates.	To create a melodic phrase.	To know how to stay safe online.	To be confident to use at least 4 sentences to describe own house/bedroom.
6		To follow instructions involving compass points and map a simple route.	To apply knowledge of colour mixing and painting techniques to create a finished piece.	To explain how to be safe around electricity. <i>Science in Action: To explore how scientific advances inform safety advice.</i>	To perform a piece of music as a group.	To demonstrate what it is like to be a Hindu in Britain today.	To apply skills learnt in a competitive match.	To compose a piece of electronic music.	To explain how to manage risks in different places.	To design and label the bedroom including furniture labels and colours.
END GOAL		Pupils will showcase their locational and place knowledge of Antarctica, while analysing the physical and human features of the continent. They will show an understanding of equipment and transport that is needed in Antarctica. They will plan and follow a simple route to hone their geographical fieldwork skills.	Pupils will show their understanding of colour, form and tone in a final still-life painting. They will use painting techniques learnt through unit and apply tints and shades to create a 3-dimensional effect.	Pupils will be able to explain how to be safe around electricity and use their knowledge of electrical circuits to complete investigations and know which materials are conductors or insulators.	Pupils will perform a piece of music based on a pentatonic melody with a group. They will work as a team to write and perform a melody which will link to the Chinese New Year festival.	Pupils will have show how Hindus worship in Britain, focusing on religious buildings, practices and a specific festival (Diwali).	Pupils will develop their control over the hockey stick and ball whilst playing as a team. They will showcase this in competitive matches that allow for a range of skills to be applied.	Animation: Pupils will use their understanding of backgrounds, sounds and stop motion to create their own animation and present to the class. Making Music: Pupils will create a piece of their own electronic music, using a melodic phrase, rhythm and tempo.	Pupils will be able to explain how to recognise and manage risk in different places. They will be able to identify a variety of situations that may be 'risky' through risk, danger and hazard.	Pupils will be beginning to speak about their environment. using key vocab: J'habite.. Il y a... Dans ma maison J'ai