AMPORT CE (Aided) PRIMARY SCHOOL

COURAGE COMPASSION RESPECT

Curriculum Overview 2025-2026

Willow Class

Year Three and Year Four

Curriculum Overview Yr3/4	Autumn		Spring		Summer	
English	The Tin Forest Write to Describe A descriptive setting description of the Tin Forest, exploring viewpoint The Night Box Write to create an image with language Outcome: A poetry performance	We Travel So Far To inform and engage Create a class book of animal migration journeys, presented in the style of the text driver The Lost Happy Endings Write to Narrate Children to write their own endings to the story	The Barnabus Project Write to inform Design their own failed pet and write informatively about how to look after it Harry Potter and the Chamber of Secrets Write to reprimand Write an enchanted letter (a howler)	Iron Man Write to narrate Prediction paragraph- what will the iron man do next? Rewrite the coming of the Iron Man as an observer Create your own strange being who appears as if from nowhere. Leon and The Place in Between	Interview with a Tiger Write to inform An interview with a creature Race to the Frozen North Write to Describe To tell the events since he left and his feelings about his adventures.	It Starts with a Seed To entertain the reader and explain the life cycle of an aspect of nature Write a poem that contains quatrains The Firework Maker's Daughter Each form of writing will cover a variety of purposes, including: to describe, to convey thoughts & feelings, to persuade, to instruct

				Write to describe and entertain A descriptive narrative of the place between intertwined effectively with illustration		The secret diary of Firework Maker, containing a collection of different writing outcomes inspired by the story
Spellings	GPS year 3 and 4 spellings. Teach strategies to learn new spellings	The ^ sound spelt ou The suffix ation The ei, eigh, ey sound	Tion, sion ssion cian suffixes Possessive apostrophes with plural words	The s sound spelt sc The suffix ous	The sion spelling The ch sound as in chalet, machine, brochure.	Revision of all the year's spelling
Mathematics	Term One maths objectives (see below)		Term Two maths objectives (see below)		Term Three maths objectives (see below)	
RE	**Creation** Creation stories including Christianity and Hinduism Creation/Fall What do Christians learn from the creation story? (core and digging deeper)	**Angels** Role within the Christmas story Link with art Incarnation What is the Trinity (Digging Deeper)	**Symbol** Symbol of water in Christianity and Hinduism	**Changing emotions** Holy week and Easter (Feelings emotions graph) Easter performance Kingdom of God When Jesus Left what was the Impact? (core and digging deeper)	**Protection** Raksha Bandhan	**Ritual** Rites of passage for Hindus
Science	Longitudinal study – How can we encourage more pollinators to visit the school grounds this year? Magnets Animals, skeletons and movement Plants and their food production Plant reproduction Making electrical circuits work					

Art/DT	**Art** Buildings *Drawing – line, pattern* *Printmaking the* **DT** Textiles – pencil case *2-D shape to 3-D product*		**Art** Roman Mosaics *Drawing – shape, pattern, colour.* *Collage – form, shape, pattern.* **DT** Electrical systems - torches *Simple circuits and switches*		**Art** Mini-Beasts Drawing – shape, colour, texture, pattern Sculpture – form, colour, texture, pattern	
History	Changes in Britain from the Stone Age to the Iron Age Enquiry: How did life change between the Neolithic and the Iron Age?		Roman Empire and its impact on Britain Roman Legacy Enquiry -.What did the Romans do for us?		Britain's settlement by Anglo-Saxons and Scots Enquiry - Anglo Saxons: the ruin of Britain	
Geography	Who Lives in Antarctica?		Why do people live near volcanoes?		What are rivers and how are they formed?	
Music	Chilled out clap rap	Favourite song – classroom percussion	March from The Nutcracker	From a railway carriage	Samba with Sérgio	Singing: Summer production Fly with the stars -- classroom percussion
Computing	**Computer Systems and Networks** Emailing **Programming** Programming Scratch		**Creating Media** Video Trailers **Creating Media** Web Design		**Programming** Further coding with Scratch **Programming** Computational thinking	
PE	**Games**	**Games** Football	**Netball**	**Hockey**	**Athletics**	**Cricket**

	Tag Rugby **Gymnastics**	**Dance**	**Quidditch**	**Handball**	**Communication and Tactics**	**Gymnastics**
French	French greetings with puppets	French adjectives of colour, size and shape	Playground games – numbers and age	In a French classroom	Bon appétit!	Shopping for French food
PSHE	**Families and friendships** What makes a family; features of family life **Safe relationships** Personal boundaries; safely responding to others; the impact of hurtful behaviour **Respecting ourselves and others** Recognising respectful behaviour; the importance of self-respect; courtesy and being polite		**Belonging to a community** The value of rules and laws; rights, freedoms and responsibilities **Media literacy and Digital resilience** How data is shared and used **Money and Work** Different jobs and skills; job stereotypes; setting personal goals		**Physical health and Mental wellbeing** Health choices and habits; what affects feelings; expressing feelings **Growing and changing** Personal strengths and achievements; managing and reframing setbacks **Keeping safe** Risks and hazards; safety in the local environment and unfamiliar places	

Maths

Term One
Year Three in black
Year Four in red

Number and Place Value

- Count from 0 in multiples of 4; find 10 or 100 more or less than a given number
- Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- Identify, represent and estimate numbers using different representations
- Read and write numbers from 1 to 20 in numerals and words
- Solve number and practical problems that involve all of the following and with increasingly large positive numbers
- Count in multiples of 25 and 1000
- Find 1000 more or less than a given number
- Identify, represent and estimate numbers using different representations
- Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones)
- Round any number to the nearest 10, 100

Addition, Subtraction, Multiplication, Division

- Add and subtract numbers mentally, including a three-digit number and ones, three-digit number and hundreds
- Estimate the answer to a calculation and use inverse operations to check answers
- Recall and use multiplication and division facts for the 3, 4 multiplications tables
- Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know using mental and formal written methods
- Estimate and use inverse operations to check answers to a calculation
- Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why
- Use place value, known and derived facts to multiply and divide mentally
- Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit

Fractions

- Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts
- Recognise, find and write fraction of a discrete set of objects: unit fractions
- Compare and order unit fractions, and fractions with the same denominators
- Recognise and show fractions, using diagrams eg fraction walls and number lines
- Solve simple measure and money problems involving fraction
- Add and subtract with the same denominator
- Round decimals with one decimal place to the nearest whole number

Measurement

- Lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- Measure the perimeter of simple 2-D shapes
- Add and subtract amounts of money
- Tell and write the time from an analogue clock and 12 hour clock
- Use vocabulary such as a.m./p.m., morning, afternoon, noon, midnight

- **Compare, describe and solve practical problems**
- **Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres**
- **Solve simple measure and money problems involving fractions**
- **Estimate, compare and calculate different measures, including money in pounds and pence**

Geometry

- **Draw 2-D shapes and make 3-D shapes using modelling materials**
- **Identify right angles**
- **Identify horizontal and vertical lines**
- **Compare and classify geometric shapes based on their properties and size**
- **Identify acute and obtuse angles**
- **Complete a simple symmetric figure with respect to a specific line of symmetry**
- **Describe positions on a 2-D grid as coordinates in the first quadrant**

Statistics

- **Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs**