St. Brendan's Catholic Primary School
Medium Term Planner Year 3 and 4
Cycle 1 Term 1

	Whole School Big question		Year Group Line of Enquiry		Core texts		
	Who am I?		Europe		The Mark of the Cyclops: An Ancient Greek Mystery		

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
RE Come and See	Domestic Church: Our Family Tree Become familiar with a family tree What was Jesus' family tree like?	Using the scripture from God's Story 3 design a family tree for Jesus. Record and discuss your findings. Using the information given, compose a short piece to show how and why Abraham put his trust in God	Prepare and perform a drama about Jacob's blessing and Esau's discovery of it. Using a painting of Ruth and Naomi or Ruth and Boaz, add speech bubbles which reflect what the characters are thinking and feeling about faithfulness and loyalty.	Discuss and complete the chart activity on the Come and See website showing how the sayings of the Book of Proverbs can be applied to everyday life. Design your own statue or painting or stained-glass window of Joseph for your school. Include symbols of Joseph's role in the life of Jesus and give reasons for your choice.	Baptism: Reflect on times you have been chosen or called on for something. Discuss and share your opinions about what happened, how you felt, any difficulties you had in accepting it, your response and the reasons for it. Display the results.	Hot-seat Samuel and ask him how he felt when he was called by God to be his prophet and what it meant for him in life. Choose to be one of the apostles an write a postcard or letter to your family explaining what you are doing and why you are doing it.	Use the Promises from the Come and See website. Invite children to discuss these in groups with a view to creating a series of 'rules to live by', based on what they have discussed. (and make a rule for life saying how those promises might be kept in daily life).
Maths	Identify and represent numbers using different representations	Recognise the place value of each digit in a (3 yr 3) 4 digit number	Read, write, order and compare numbers to 1,000 Count in multiples of 4,8,50,100	Find 1,00 more or less than a given number. Read Roman Numerals to 100.	Add and subtract numbers mentally and using a formal written method Estimate answers using the inverse	Solve addition problems using missing number problems	Solve addition and subtraction two step problems in context deciding which operations to use and why.
English	Imitate: Use features from The Magic Box' poem to create own version using similes, metaphors and alliteration Reading fluency	Imitate: Use features from The Magic Box' poem to create own version using similes, metaphors and alliteration Reading fluency	Innovate: identify features and structure of poetic devices using model text to support. Reading fluency	Invent: use poetic devices to create own Magic Box poem. Edit and improve work. Practise intonation and prosody for performance Reading fluency	Imitate: Use features of description such as adjectives, adverbials and conjunctions. Reading Fluency	Imitate: Use features of description such as adjectives, adverbials and conjunctions. Use actions to retell core text in order to assimilate structure. Reading Fluency	Innovate: Look at the structure of the core text and identify key features, reading as a reader and a writer. Reading fluency
Science	What are the seven life processes?	How can we sort and group animals?	What are vertebrate animals?	Which living things can be found in the local area?	What is a classification key?	How is our environment changing?	What are the seven life processes?
Computing	Pupils will learn about structuring basic algorithms and controlling floor robots using commands	Pupils will learn how to control sprites and make them interact by making games using visual code	Pupils will learn how to decompose problems and write more complex algorithms using more advanced visual code.	Pupils will apply their understanding of decomposition and algorithms	Pupils continue applying their understanding of visual code to create more complex games using a range of syntax.	Further application and development of coding skills and understanding of physical systems through controlling a robot using a range of programmable sensors and motors	Assessment period
Geography	Locational knowledge: locate world's countries, focus on Europe.	key physical and human characteristics and major cities within Greece	Investigate land use patterns and changes over time in Greece	Human and physical geography: trade links, distribution of natural resources	Human and physical geography: trade links, distribution of natural resources	Make comparisons between ancient and modern Greece landscape using maps	Assessment/Double page spread

Driver = RED

Enhancer = GREEN

History	What can excavations tell us about early Greece?	What was life like in early Greece?	How did the Minoans trade in early Greece?	What was life like in Athens and Sparta?	How did the city-states overcome the Persian invasion?	What was life like in the city-states after the Persians retreated?	Assessment/Double Page Spread
Art							
Design & Technology	Forest School	Forest School	Forest School	Forest School	Forest School	Forest School	Forest School
Physical Education	Perform the skills of football with accuracy, confidence and control focusing on dribbling	Know and understand the basic principles of warming up and why it's important	Practice different techniques for passing a ball Pass and receive with accuracy	Know the difference between attacking and defending	Understand the rules and positions of the game Work as part of a team	Practice and refine skills Recognise how skills can be developed to improve performance.	Play game using all skills developed over term.
PSHE	Online Safety						
SMSC Links	Rule of law	Individual liberty	Respect	Tolerance	Democracy	Diversity	Link British Values to Greek society history lessons
Pink Paper Focus Questions	Spellings from Year 2/3 word list	Adding and subtracting 2 digit numbers to 100	World War 1 and 2 evacuees and rationing	Locate the countries of United Kingdom on a map along with capital cities	Name properties of 2d and 3d shapes	List famous places and buildings from London (yr3) What did the Romans do for us (Yr4)	Locate European countries

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