



The Dasset CofE Primary School

Class plan - Year 3/4 2025-26 Cycle A



Emperors and Empires **History**

Companions

- Mosaic Masters **Art and design**

History

This project teaches children about the history and structure of ancient Rome and the Roman Empire, including a detailed exploration of the Romanisation of Britain.



Interconnected World **Geography**

Geography

This essential skills and knowledge project teaches children about compass points and four and six-figure grid references. They learn about the tropics and the countries, climates and culture of North and South America. Children identify physical features in the United Kingdom and learn about the National Rail and canal networks. They conduct an enquiry to prove a hypothesis, gathering data from maps and surveys before drawing conclusions.



Food and the Digestive System **Science**

Science

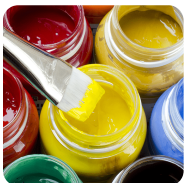
This project teaches children about the human digestive system. They explore the main parts, starting with the mouth and teeth, identifying teeth types and their functions. They link this learning to animals' diets and construct food chains to show the flow of energy.



Sound **Science**

Science

This project teaches children about sound, how sound is made and how sound travels as vibrations through a medium to the ear. They learn about pitch and volume and find out how both can be changed.



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

Art and design

This project teaches children about colour theory by studying the colour wheel and colour mixing. It includes an exploration of tertiary colours, warm and cool colours, complementary colours and analogous colours, and how artists use colour in their artwork.



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

Design and technology

This project teaches children about food decay and preservation. They discover key inventions in food preservation and packaging, then make examples. The children prepare, package and evaluate a healthy snack.



Misty Mountain, Winding River **Geography**

Companions

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

Geography

This project teaches children about the characteristics and features of rivers and mountain ranges around the world, including a detailed exploration of the ecosystems and processes that shape them and the land around them.

Science

This project teaches children about grouping living things, known as classification. They study the animal and plant kingdoms and use and create classification keys to identify living things. The second project teaches children about solids, liquids and gases and their characteristic properties. They observe how materials change state as they are heated and cooled, and learn key terminology associated with these processes.

Art and design

This project teaches children about the historical and cultural portrayal of animals in art. They study the visual qualities of animals through sketching, printmaking and clay modelling.

Design and technology

This project teaches children about home furnishings and the significant designer William Morris. They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.



Ancient Civilisations **History**

Companions

- Electrical Circuits and Conductors **Science**
- Statues, Statuettes and Figurines **Art and design**
- Tomb Builders **Design and technology**

History

This project teaches children about the history of three of the world's first ancient civilisations: ancient Sumer, ancient Egypt and the Indus Valley civilisation. Children will learn about the rise, life, achievements and eventual end of each civilisation.

Science

This project teaches children about electrical appliances and safety. They construct simple series circuits and name their parts and functions, including switches, wires and cells. They investigate electrical conductors and insulators and identify common features of conductors. It also teaches children about programmable devices. They combine their learning to design and make a nightlight.



Mosaic Masters **Art and design**

Art and design

This project teaches children about the features of Islamic art. They make geometric patterns and motifs on paper, with fabric and in clay. They use their learning to create a high relief clay tile, decorated with geometric patterns.



Statues, Statuettes and Figurines **Art and design**

Art and design

This project teaches children about the 3-D representation of the human form, including statues, statuettes and figurines. They study examples from ancient civilisations, and use their clay skills to create a Sumer-style figurine



Tomb Builders **Design and technology**

Design and technology

This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.

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