

English:
Opportunities within genres identified for Y3 and Y4 including narrative, non-fiction and Poetry.

Mathematics: Addition and subtraction/money problems using the four operations, decimals, fractions.

Science: Y4 -Famous scientists and inventors
Y4 -Sound
Y3- Plants
Y3- Light

Computing:
Y4 - Wordall
Y3 - Too simple

PE:
Y4 -
Gymnastics/swimming/rounders
Y3 - Cricket/Athletics

LKS2 - Project Overview - Me, myself and I.
Huntingtower Community Primary Academy

Music:
Linked to topic- Charanga
Y3 Recorders
Y4 Lean on me/Glockenspiels

RE:
Y3 Sikhism
Y4 Pilgrimages

Art:
Y4 Portraits
Y3 Landscapes and sketching, working with water colours

Geography: Investigating places- UK capital cities, key cities, landmarks. Identifying human and physical features

Personal development
Understanding others
Imagine

MFL:
Y4 - Going shopping
Y3 - Songs and games

DT:
Y4: Wire Sculptures
Y3: Food - A healthy sandwich

LEARNING OBJECTIVE and MILESTONES 2 covered in this unit of work (From Quigley Essentials)

Geography

To investigate places

Ask and answer geographical questions about the physical and human characteristics of a location.

Explain own views about locations, giving reasons.

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features.

Use a range of resources to identify the key physical and human features of a location.

To investigate patterns

Describe geographical similarities and differences between countries.

To communicate geographically

Describe key aspects of: physical geography, including: rivers, mountains, volcanoes and earthquakes and the water cycle. human geography, including: settlements and land use.

Use a range of resources to identify the key physical and human features of a location.

Art

To develop ideas

Develop ideas from starting points throughout the curriculum.

Collect information, sketches and resources.

Adapt and refine ideas as they progress.

Explore ideas in a variety of ways.

To master techniques:

Drawing

Use different harnesses of pencils to show line, tone and texture.

Annotate sketches to explain and elaborate ideas.

Sketch lightly (no need to use a rubber to correct mistakes).

Use shading to show light and shadow.

Use hatching and cross hatching to show tone and texture.

Design and Technology

To master practical skills

Materials:

Cut materials accurately and safely by selecting appropriate tools.

Measure and mark out to the nearest millimetre.

Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).

Select appropriate joining techniques.

Construction:

Choose suitable techniques to construct products or to repair items.

Strengthen materials using suitable techniques.

To design, make, evaluate and improve

Design with purpose by identifying opportunities to design.

Make products by working efficiently (such as by carefully selecting materials).

Refine work and techniques as work progresses, continually evaluating the product design.

To take inspiration from design throughout history

Disassemble products to understand how they work.

Science Y4

Sound

Identify how sounds are made, associating some of them with something vibrating.

Recognise that vibrations from sounds travel through a medium to the ear

Y3

Plants

Identify and describe the functions of different parts of flowering plants: roots, stem, leaves and flowers.

Ask relevant questions.

- Set up simple, practical enquiries and comparative and fair tests.
- Make accurate measurements using standard units, using a range of equipment, e.g. thermometers and data loggers.
- Gather, record, classify and present data in a variety of ways to help in answering questions.
- Record findings using simple scientific language, drawings, labelled diagrams, bar charts and tables.
- Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.
- Use results to draw simple conclusions and suggest improvements, new questions and predictions for setting up further tests.
- Identify differences, similarities or changes related to simple, scientific ideas and processes.
- Use straightforward, scientific evidence to answer questions or to support their findings.

Computing

- Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.

Music

To perform:

- Sing from memory with accurate pitch.
- Sing in tune.
- Maintain a simple part within a group.
- Pronounce words within a song clearly.
- Show control of voice.
- Perform with control and awareness of others.

To describe music:

- Use the terms: duration, timbre, **pitch**, beat, tempo, texture and use of silence to describe music.
- Evaluate music using musical vocabulary to identify areas of likes and dislikes.
- Understand layers of sounds and discuss their effect on mood and feelings.

Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant.

Investigate the way in which water is transported within plants.

Explore the role of flowers in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

Light

- Recognise that they need light in order to see things and that dark is the absence of light.
- Notice that light is reflected from surfaces.
- Recognise that light from the sun can be dangerous and that there are ways to protect their eyes.
- Recognise that shadows are formed when the light from a light source is blocked by a solid object.
- Find patterns in the way that the size of shadows change.

P.E

To develop practical skills in order to participate, compete and lead a healthy lifestyle:

Choose appropriate tactics to cause problems for the opposition.

Follow the rules of the game and play fairly.

Lead others and act as a respectful team member.

Plan, perform and repeat sequences.

Travel in a variety of ways, including flight, by transferring weight to generate power in movements.

Move in a clear, fluent and expressive manner.

Refine movements into sequences.

Create dances and movements that convey a definite idea.

Change speed and levels within a performance.

Develop physical strength and suppleness by practising moves and stretching.

French:**To read fluently:**

Read out loud everyday words and phrases.

Use phonic knowledge to read words.

Read and understand short written phrases.

Read out loud familiar words and phrases.

To write imaginatively:

Write or copy everyday words correctly.

Label items and choose appropriate words to complete short sentences.

Write one or two short sentences.

Write short phrases used in everyday conversations correctly.

To speak confidently:

Understand a range of spoken phrases.

Understand standard language (sometimes asking for words or phrases to be repeated).

Answer simple questions and give basic information.

Give responses to questions about everyday events.

Pronounce words showing a knowledge of sound (or pitch in Mandarin) patterns.

PSHE**Understanding others**

Listen to others, showing attention.

Think of the effect of behaviour on others before acting.

Describe the points of view of others.

Imagine

- Begin to enjoy having new ideas.
- Show some enthusiasm for the ideas of others.
- Ask some questions in order to develop ideas.
- Show enjoyment in trying out some ideas

Week 1 23.4.19	Week 2 29.4.19	Week 3 6.5.19	Week 4 13.5.19	Week 5 20.5.19	Week 6	Week
Money-addition and subtraction	Money-addition and subtraction Measurement-length and perimeter Measure accurately	Measurement-length and perimeter Relationship between measures for length/reading scales or problems	Time	Time		

Week 6 3.6.19	Week 7 10.6.19	Week 8 17.6.19	Week 9 24.6.19	Week 11 1.7.19	Week 12 8.7.19	Week 15.7.19
Fractions of amounts Unit fractions	Fractions of amounts Non unit fractions	Equivalent fractions	Angles	Four calculations & fluency (4 lessons)		

Week 1 23.4.19	Week 2 29.4.19	Week 3 6.5.19	Week 4 13.5.19	Week 5 20.5.19	Week 6	Week
Poetry: Identifying and developing rhyme (Farmer McDonald)	Soar Short film Narrative	Soar Short film Narrative	Soar Short film Narrative	Yoho Ahoy! Spag focus/revision	ONGOING PARAGRAPHS Use of the forms a or an IDENTIFYING WORD CLASSES IN SENTENCES	PRONOUNS Use of the present perfect form of verbs instead of the simple past [for example, <i>He has gone out to play</i> contrasted with <i>He went out to play</i>]
21: Adding the suffix -ly	22: Adding the suffix -ally when the root word ends in -ic	23: Adding -ly to wrds that do not follow the rules	24: Challenge words	25: words ending in -er when the root word ends in (t)ch	PUNCTUATION	SUBORDINATING CONJUNCTIONS

Week 6 3.6.19	Week 7 10.6.19	Week 8 17.6.19	Week 9 24.6.19	Week 11 1.7.19	Week 12 8.7.19	Week 15.7.19
Yoho Ahoy! punctuation for direct speech-introducing rules Inverted commas	Explanation: how bread is made including recount of visit to Ropsley Farm	Explanation: how bread is made including recount of visit to Ropsley Farm	Explanation text: how bread is made	The Tunnel-Anthony Browne	The Tunnel-Anthony Browne	The Tunnel-Anthony Browne

26: words with /k/ sound spelled ch	27: words ending with /g/ sound spelled -gue and the /k/ sound spelled -que	28: words with the /s/ sound which is spelled sc	29: homophones	30: Challenge words	Revision	Revision
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Y4 Maths Overview

Week 1	Week 2	Week 3	Week 4	Week 5
Place value – I’m thinking of a number Add 2 shapes to make a total. Triangles – symmetry 3D sorting	Place value – Money finding change – money amounts Adding and subtracting decimals within problems- money.	Place value – negative numbers Area/perimeter of shape <u>Multiplication/division problems</u>	Place value – number lines tenths missing numbers <u>Statistics</u> <u>line graphs tally charts</u>	Place value – number sequences <u>Measure</u> Capacity Reading scales, problem solving.

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
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Number Sense Time – 12 and 24 clock. Conversion between units	Number Sense Place Value – up to 4 digits and including negative numbers Rounding to nearest 10/100/100	Additive Reasoning Conversion of measures Problems relating to sum and differences including use of Statistics	Additive Reasoning Formal calculation +/- up to 4 digits. 2 step problems including money and measures (2 decimal places)	Additive Reasoning Formal calculation +/- up to 4 digits. Using statistics	Number Sense Fractions - common & equivalents - tenths and hundredths	Number Sense Dividing by 10/100 – PV decimals Converting measures

Y4 English Overview

Week 1	Week 2	Week 3	Week 4	Week 5
Poetry All aboard the London Bus.	Poetry All aboard the London Bus.	<u>To organise writing appropriately</u> Biography The Queen/Stamp Features/Text marking/	<u>To organise writing appropriately</u> Biography Research	<u>To organise writing appropriately</u> Produce Biography
SPAG- Capital letters Full stops-	SPAG- commas fronted	SPAG- relative clauses	SPAG- pronoun apostrophes	SPAG-

Week 6	Week 7	Week 8	Week 9	Week 10	Week 11
<p><u>To write for a purpose</u></p> <p>Lighthouse Keeper Narrative</p>	<p><u>To write for a purpose</u></p> <p>Lighthouse Keeper Narrative</p>	<p><u>To write for a purpose</u></p> <p>Me myself and I poems</p>	<p><u>To use imaginative description</u></p> <p>Me myself and I poems</p>	<p><u>To use imaginative description</u></p>	
<p>SPAG- speech</p>	<p>SPAG-</p>	<p>SPAG-</p>	<p>SPAG-</p>	<p>SPAG-</p>	