Class Name: Zebras

Curriculum Overview

Summer 1

Rothbury First School

English

All children will engage in reading and writing through

- Core Books
- Writing for a purpose through topic work.
- Spelling common exception words/high frequency words and spellings following the year 3/4 patterns
- Daily reading focus Read Write Inc/Individual reading time/guided reading/comprehension tasks
- Daily handwriting/letter formation

Daily lessons

Fiction - Fantastic Adventures- Key Texts:

The Barnabus Project by the Fan Brothers

The Antlered Ship by Dashka Slater and The Fan Brothers

- Make predictions about a story
- Invent a new character and write about them
- Answer questions about a story
- I can make comparisons between two books
- Identify and write adverbials
- Use a dictionary to find the meanings of words
- Past tense and present perfect form
- Describe a new setting
- Make a plan for a new story
- Write a new story

Non Fiction - Transport - Key Texts:

Our World in Pictures: Cars, Trains, Ships and Planes

A Visual Encyclopaedia to Every Vehicle by DK

- Identify features in a text
- Discuss the meanings of new words
- Read information texts checking for understanding
- Read an online information text
- Write an information page
- Adverbials and fronted adverbials
- Paragraphs and headings
- Design and write a brochure

Maths - Year 3

Fractions

- Add and subtract fractions
- Partition the whole
- Unit and non-unit fractions of a set object
- Reasoning with fractions of an amount

Money

- Pounds and pence
- Converting pounds and pence

Year 4

Decimals A continued:

- Hundredths as decimals
- Hundredths on a place value chart
- Divide a 1 or 2 digit number by 100

Decimals B

- Make a whole with tenths
- Make a whole with hundredths
- Partition decimals
- Flexibly partition decimals
- Order decimals
- Compare decimals
- Rounded to the nearest whole
- Halves and quarters as decimal numbers

Statistics

- Interpret charts
- Comparison, sum and difference
- Interpret line graphs
- Draw line graphs

Year 3 and 4

Time continued:

- Use am and pm
- Convert between analogue and digital
- Convert between 12 and 24 hours
- Hours, minutes and seconds

Position and Direction

- Describe position using coordinates
- Plot coordinates
- Draw 2D shapes on a grid
- Translate on a grid
- Describe translation on a grid

Science- Plants continued:

- To describe the processes of pollination and fertilisation in plants
- To describe the life cycle of a flowering plant.

Electricity

- Identify common appliances that run on electricity
- Construct a simple series circuit- identifying parts
- Complete circuits adding a lamp.
- Conductors and Insulators
- Switches

Computing Stop Frame Animation

- Explain that animation is a sequence of drawings or photographs
- Relate animated movement with a sequence of images
- Plan an animation
- Identify the need to work consistently and carefully
- Review and improve an animation
- Evaluate the impact of adding other media to animation

We will be using:

- imotion
- Stop Motion Studio

History- Anglo Saxons

- Understand and describe why, where and when the Scots and Anglo-Saxons invaded Britain, describe a key historical character from the time and explain what the seven Anglo-Saxons kingdoms were.
- Understand how the Anglo-Saxons have influenced Britain by explaining some of the place names they established and their meanings.
- Describe a typical Anglo-Saxon village and explain what jobs the people did
- Analyse and describe Anglo-Saxon artefacts and explain what they can teach us about Anglo-Saxon culture,

<u>RE</u> - What is the 'Trinity' and why is it important to Christians?

- Recognise what gospel is and give an example of the kinds of stories it recognises
- Understand what baptism is
- Understand what trinity is
- Be able to give an examples of texts from the bible linked to christians today and what this may mean

Music Sing Up

Global pentatonics - Pentatonic scale, different music traditions and cultures, graphic/dot notation.

- Compose a pentatonic melody
- Improvise and create pentatonic patterns.
- Use notation to represent musical ideas.
- Compare music extracts and understand that the pentatonic scale features in lots of music traditions and cultures.

The Horse in motion - To create music inspired by one of the first ever motion pictures that shows the movement of a horse, composing to a moving image, graphic score, orchestration, ostinatos, dynamics.

- Create ostinatos.
- Layer up different rhythms.
- Create and follow a score.
- Watch a film and analyse it in a musical context.

PE - Y3/4

- Forest School/Commando Joe's
- Rounders
- To apply skills and knowledge to complete in a tournament
- To develop overarm and underarm throwing
- To develop bowling and learn the rules of the skill
- To develop batting skills
- To develop fielding skills

Art - Mosaics - Focus on Gaudi

- Where the art of mosaics originates from
- Look at examples of roman mosaics
- Understand what the different mosaics represented.
- Create several of their own mosaics using a number of different media.

RHE

- Staying safe online
- How to report online behaviour
- NCPCC Speak out Stay Safe
- Being a good citizen
- What is respect and self respect?

French - Going shopping

- Fruit
- Vegetables
- Clothes
- Where can I buy?
- French Money
- Let's go shopping!

Teacher's Notes

Homework - Reading, spelling, maths activities and topic related activities.