Summer Term: Subject Skills	
English	Maths
Playscripts	<u>Decimals</u>
To identify features of a playscript and prepare and perform one with a group.	Compare numbers with the same number of decimal places up to two decimal places. Pound decimals with one decimal places to the progress whole
Balanced Arguments	Round decimals with one decimal place to the nearest whole number. The second second place to the nearest whole number.
To identify features of a balanced argument and produce a formal piece of writing with explanations.	 Recognise and write decimal equivalents to \$\frac{1}{4}\$, \$\frac{1}{2}\$ and \$\frac{3}{4}\$. Understand the effect of dividing a one or two-digit number by 10 or 100. Identifying the value of the digits in the
Poems Aloud — Joseph Coehlo	answer as ones, tenths and hundredths.
To perform and identify features of a poem and write and perform one in the style of the author.	 Money Estimate, compare and calculate different measures, including
The Pebble in my Pocket - Meredith Hooper	money in pounds and pence. • Solve simple measure and money problems involving fractions
To recognise explanation as a non-fiction genre. To identify its purpose and audience. To recognise the use of subject specific language in explanatory texts.	and decimals to two decimal places. <u>Time</u>
The Firework- Maker's Daughter — Philip Pullman	 Read, write and convert time between analogue and digital 12-and 24-hour clocks.
To empathise with a book and characters from another culture.	 Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
 develop positive attitudes to reading and understanding of what they read by: 	<u>Statistics</u>
 listening to and discussing a wide range of fiction, poetry, plays, non-fiction and reference books or textbooks 	 Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.

- reading books that are structured in different ways and reading for a range of purposes
- using dictionaries to check the meaning of words that they have read
- identifying themes and conventions in a wide range of books
- discussing words and phrases that capture the reader's interest and imagination
- preparing play scripts to read aloud and to perform, showing understanding through intonation, tone, volume and action
- understand what they read, in books they can read independently, by:
 - checking that the text makes sense to them, discussing their understanding and explaining the meaning of words in context
 - asking questions to improve their understanding of a text
 - drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
 - predicting what might happen from details stated and implied
 - identifying main ideas drawn from more than one paragraph and summarising these
 - identifying how language, structure, and presentation contribute to meaning
- retrieve and record information from non-fiction
- participate in discussion about both books that are read to them and those they can read for themselves, taking turns and listening to what others say.
- recognising some different forms of poetry [for example, free verse, narrative poetry]

• Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Properties of shape

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- Identify acute and obtuse angles and compare and order angles up to two right angles by size
- Identify lines of symmetry in 2-D shapes presented in different orientations
- Complete a simple symmetric figure with respect to a specific line of symmetry.

Position and Direction

- Describe positions on a 2-D grid as coordinates in the first quadrant
- Describe movements between positions as translations of a given unit to the left/right and up/down
- Plot specified points and draw sides to complete a given polygon.

Writing

Achieve creativity

• Encourage imaginative and creative writing by using a variety of different examples.

Plan their writing by:

- discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar
- discussing and recording ideas draft and write by:
- composing and rehearsing sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures (English Appendix 2)
- organising paragraphs around a theme
- in narratives, creating settings, characters and plot
- in non-narrative material, using simple organisational devices [for example, headings and sub-headings]

Evaluate and edit by:

- assessing the effectiveness of their own and others' writing and suggesting improvements
- proposing changes to grammar and vocabulary to improve consistency, including the accurate use of pronouns in sentences
- proof-read for spelling and punctuation errors
- read aloud their own writing, to a group or the whole class, using appropriate intonation and controlling the tone and volume so that the meaning is clear.

SPaG

 Standard English forms for verb inflections instead of local spoken forms [for example, we were instead of we was, or I did instead of I done]

Use commas after fronted adverbials	
Organise paragraphs around a theme	
 Consolidation of all of the Year 3 and 4 skills 	
History	Geography
The Tudors	Volcanoes and Earthquakes
To discover the history of the Tudors and their beginnings.	Understand and use a range of geographical terms
To understand the impact of Henry VIII on Britain.	Understand how volcanoes and earthquakes are formed
Tudor England: daily life of the rich and poor, including housing,	Understand the effect of the landscape features on the area
clothing, food, education, and entertainment.	Understand similarities and differences within areas
Characteristic features of the periods and societies studied, including	33
ideas, beliefs, attitudes and experiences of men, women and children.	
To identify and describe reasons for, and results of events and	
changes.	
To describe and make links between events, and changes across	
periods.	
To use a variety of sources to find out about events, people and	
changes.	
To ask and answer questions. Select and record relevant information.	
To use dates and historical vocabulary to describe the period.	
To look at the local community and to evaluate how the Tudors have	
had an impact.	
Computing	Art / D & T
Summer 1: iProgram 3	DT
To solve problems by	
splitting them into smaller parts (decomposition)	Summer 1: Making Biscuits
To plan and develop	To follow a baking recipe
algorithms and programs	To make and test a prototype
To use repetition in	To design a biscuit to a given budget
Programs	To make a cbiscuit that meets a given design brief.
Summer 2: iData	Summer 2: Building a Model Car

To understand that computers represent data as numbers and count using switches of 'on' and 'off' (0 and 1).

To sort record cards using field names.

To understand that storing information in an organised way helps answer questions.

To search a database to answer questions.

To use the information in a database to create a simple chart.

To build a car chassis

To design a shape that reduces air resistance

To make a model based on a chosen design

To design and test my completed product

<u>Art</u>

To develop ideas for 3D work through drawing and visualisation in 2D

To use more complex techniques to shape materials.

To explore how shapes can be formed and joined in wire.

To consider the effect of how sculpture is displayed.

To choose and join a variety of materials to make sculpture.

Science

Summer 1: Teeth and Eating

- To classify and identify different types of teeth and their functions.
- To recognise why and how we must take good care of them
- To make observations and form conclusions.
- To describe the functions of parts of the human digestive system.
- To make observations and record findings using scientific language and labelled diagrams.
- To recognise what a food chain represents.
- To construct and interpret a variety of food chains.
- To identify producers, predators and prey.

Summer 2: Working Scientifically

- To identify, observe and record variables that affect bubbles.
- To set up practical enquiries and fair tests.
- To plan and carry out a fair test.
- To identify similarities, differences and changes in results from experiments.

PE / Games

Athletics/Rounders/Tag Rugby/Dance

- use running, jumping, throwing and catching in isolation and in combination
- play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
- develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
- perform dances using a range of movement patterns
- take part in outdoor and adventurous activity challenges both individually and within a team
- compare their performances with previous ones and demonstrate improvement to achieve their personal best.

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To write a short, simple text, using familiar language
To perform a song in French from memory with accurate pronunciation

Summer 2: Caribbean
To understand the main features of calypso music
To be able to improvise a vocal part in the style of Calypso.
To understand how and why percussion instruments can be used in Calypso music.
To recognise and perform quavers from staff notation.
To be able to improvise in a Calypso style with a pentatonic scale.
To be able to play tuned percussion with the correct technique.
To understand how to read and play quavers from staff notation, and pitches from staff notation with letter name prompts.
To know the key features of Calypso music.