

How can we spark curiosity through creativity?



Concepts
Resilience
Creativity
Power

Project Outcome:

This half term, the children will be learning how to be designers and creators. They will work in small groups to design and build their own electrical buzz wire game which will be tested out and reviewed by the Year 5 children.

Visitor: TBC

Year 4 – Summer Term 1

English Writing (skills)

Fiction: Rosie Revere, Engineer

We will be exploring literary devices to write stories based on the book 'Rosie Revere, Engineer'. The children will then write their own creative version of the story.

Non-fiction- instructions

To go alongside the children's games that they will be making, the children will also be writing clear and easy to follow instructions.

Skills:

- precise verbs and adjectives
- fronted/time adverbials
- co-ordinating conjunctions
- prepositional phrases
- power of 3
- short sentences for effect
- dialogue
- personification, simile
- paragraphs
- expanded noun phrase
- subordinate clause

English Reading (skills):

- Draw inferences from characters' feelings, thoughts and motives
- Justify predictions from details stated and implied.
- Discuss vocabulary used to capture readers' interest and imagination.
- Comment on language choices
- Identify main ideas and summarise these.

Class Novel: Zombierella by Joeseph Coelho



English Spelling (skills):

- Words with the /s/ sound spelt 'sc'
- Apostrophes for possession, including singular and plural
- Homophones
- Endings that sound like /ʒən/ spelt 'sion'
- Year 3 and 4 curriculum words

Maths:

Decimals:

- Make a whole with tenths and hundredths
- Partition decimals
- Write, compare, order and round decimals
- Recognise halves and quarters as decimals

Measurement (Money):

- Write money using decimals
- Convert between pounds and pence
- Estimate, calculate and solve problems with money

Measurement (Time):

- Years, months, weeks and days
- Hours, minutes and seconds
- Convert between analogue and digital times
- Convert to and from the 24 hour clock

Science: (Data Collection, Habitats, Sustainability - deforestation)

- Explore and use classification keys to help group, identify and name a variety of living things
- 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, keys, bar charts and tables.