

YEAR GROUP OVERVIEW

Year 4 – Summer 2

English - Reading

In reading lessons, pupils continue to develop their fluency knowledge and skills through a wide range of genres, including fiction, non-fiction and poetry.

Pupils also develop core reading skills through the range of texts they read:

- Vocabulary
- Retrieval
- Inference
- Prediction
- Summary
- Authorial intent

This half term's texts are Secrets of a Sun King and There's a Pharaoh in our Bath!

English - Writing

Pupils write texts using this half term's texts as a stimulus through our NELT Key Stage 2 Teaching and Learning Cycle. They will learn key grammar and punctuation knowledge within writing lessons which they will use within their writing.

Narrative: Children will be retelling part of a story from a different perspective using inverted commas and the past tense.

Narrative: children will plan and tell a four-part story that documents the journey into the afterlife using figurative language to ensure writing is creative. There will also be a focus on writing coherently whereby children will edit their writing to ensure it flows.

Explanation: Our explanation text this half-term will explain the process of mummification (linking to our history unit) which will include cohesion to express time and cause as well as using technical vocabulary appropriate to the writing.

Maths

Geometry: In this chapter, pupils will learn about types of angles. They will name and compare angles and use this information to help when classifying triangles and quadrilaterals. Pupils will explore symmetry and symmetrical figures before applying this knowledge to the completion of symmetrical figures. They will draw lines of symmetry on shapes and figures and will combine this knowledge and understanding to sort a variety of 2D shapes.

Position and Movement: In this chapter, pupils will learn how to describe the positions of objects and figures. They will learn how to describe positions on grids

using coordinates. They will be introduced to the x and y axis', and build an understanding of how coordinates are written. They will learn how to translate shapes using the terms 'left', 'right', 'upwards' and 'downwards', and will use coordinates to describe a figure following a translation.

Roman Numerals: In this chapter, pupils will learn to read and write Roman numerals. They will learn how Roman numerals were used and how they are still used today.

Science

Sound: This unit explores the basics of sound. This is a very difficult concept for children as the way it is produced, it cannot be 'seen'. The first lesson helps children to start to explore what sound is and how vibrations play a key role. Following this, children will look for patterns in sound, first by looking at the differences in pitch and then volume. Investigative skills play a large role in children using their knowledge to link to the effect on the volume and pitch of sound.

History/Geography

Ancient Egypt: Pupils will be diving into the past of the mighty ancient Egyptian culture in detail to discover how crucial factors like water sources and farming helped them to develop and thrive. They will find out about important inventions and the growth of cities. They will also study the lives of different people in society, including the roles of kings and pharaohs. Furthermore, Pupils will learn about important figures within Egyptian culture and expand explore key points and details throughout ancient Egypt using their historical skills.

Design & Technology

Building a Tomb: In this unit, children will explore the key features of an Egyptian tomb to design and make a tomb using a net. They will then evaluate the tomb and design criteria.

Computing

Programming B – Repetition in games

This unit explores the concept of repetition in programming using the Scratch environment. It begins with a Scratch activity similar to that carried out in Logo in Programming unit A, where learners can discover similarities between two environments. Learners look at the difference between count-controlled and infinite loops, and use their knowledge to modify existing animations and games using repetition. Their final project is to design and create a game which uses repetition, applying stages of programming design throughout.

Music

Reflect, Rewind and Replay (Western Classical Music): Children will listen and

appraise Classical music. They will continue to embed the foundations of the interrelated dimensions of music using voices and instruments. Children will demonstrate Improvisation using voices and instruments before sharing and performing the learning that has taken place.

Modern Foreign Language (MFL)

Summer Time: This half term learners will be finding out all about the weather and ice creams. The children will start by learning weather phrases, then describe the weather in different seasons, and use a map of Spain to give a weather forecast. The children will move on to look at ice cream flavours and will describe and create their perfect ice cream.

Finally, in the final lesson for Summer 2, the children will have an opportunity to use their language detective skills to experience a lesson learning another language! In Stage 2 the children will try a lesson of French.

PSHE

Changing Me: In this Puzzle, children look at the feelings associated with change and how to manage these. Children are introduced to Jigsaw's Circle of change model as a strategy for managing future changes.

Religious Education (R.E.)

World View: Children will learn about the beliefs of people from different worldviews surrounding commitment and promises. The meaning and importance of ceremonies of commitment for religious and non-religious people.

Physical Education (P.E.)

Rounders: Rounders is a striking and fielding game. In this unit pupils explore their understanding of the principles of striking and fielding. Pupils learn how to score points by stroking a ball into space and running around cones or bases. When fielding, they learn how to play in different fielding roles. They focus on developing throwing, catching and batting skills. In all games activities, pupils have to think about how they use skills, strategies and tactics to outwit the opposition. Pupils are given opportunities to work in collaboration with others, play fairly demonstrating an understanding of the rules, as well as being respectful of the people they play with and against.

OAA (outdoor adventurous activities) allows pupils to develop problem solving skills through a range of challenges. Pupils work independently, as a pair and in a small group to plan, explore, solve, reflect and improve on strategies. Pupils develop communication skills, taking on the role of a leader and working within a team. Pupils develop navigation skills including orientating a map, identifying key symbols and drawing and following a route.