Class: Corve (Year 3&4) **Title:** Ancient Civilisations

Cycle Year: 2 Term: Summer

Educational Visits: TBC

### Develop our English skills through the stimuli of:

- Reading Spine Texts: The Iron Man by Ted Hughes, Hansel & Gretel by Anthony Browne (Picture book). You Are Old Father William by Lewis Carroll (poem) and Topsy Turvy World by William Brightly Rands (poem) Fortunately, The Milk by Neil Gaiman.
- Narrative setting description writing based on The Iron Man.
- Explanation about what shadows are.
- Writing or retelling a classic tale or myth.
- Writing a recount of our trip.

We will also be developing our skills with a focus on

- Writing dialogue
- Reinforcing our knowledge of the Year 3&4 Common Exception Words

Please see English assessment skills sheets for further guidance.

#### Develop our Maths skills through key foci of:

In line with the Herts for learning guidance:

- Division
- Number and Place Value Reasoning 2 Decimals (Y3 tenths. Y4 hundredths)
- Measurement Reasoning 1 Comparing, estimating and calculating with measures.
- Measurement and Statistical Reasoning 2 Time, Timetables and Times Graphs.
- Operational Reasoning Understanding and Applying the Four Operations
- Proportional Reasoning 3 Finding Fractions of Quantities by applying their times table facts (Y3: 3, 4 and 8s. Y4: all facts to 12X12)
- Y2: Negative Numbers Counting through zero and calculating in context.
- Y2: Geometry Co-ordinates in the first quadrant and translations
- Y2: Geometry Position and Direction, incorporating angles and plotting
- Continuing to develop fluency for number and times table facts.
- Measuring to create the pattern for the coin purses.
- Continuing to apply understanding to a range of reasoning and problem-solving tasks.

Developing the automaticity and fluency of number facts through Mastering Number.

Please see skills and knowledge in year group assessment grids.

#### As scientists we will focus on:

Work scientifically: Pupils will be taught to use the following practical scientific methods, processes and skills within the topics. They will:

- Ask relevant questions and uses different types of scientific enquiry to answer questions.
- Sets up simple practical enquiries, comparative and fair tests.
- Make observations, take accurate measurements using different scientific equipment.
- Gather, record, classify and present data in a variety of different ways to answer questions.
- Record findings using simple scientific language, drawings, diagrams, keys, charts and tables.
- Reports findings from enquiries in different ways.
- Use results to draw simple conclusions, make prediction, suggest improvements and raise
- Identifies differences, similarities or changes related to simple scientific ideas and processes.
- Uses straightforward scientific evidence to answer questions to support their findings.
- Uses appropriate scientific vocabulary in their explanations.

### Light:

- Recognise that humans need light in order to see things and that darkness is the absence of
- Understands that light is reflected from surfaces.
- Understand that light from the sun can be dangerous and that there are ways to protect their eyes, also consider how the sun can damage our skin.
- Understands the difference between opaque, translucent and transparent materials and can explain how much light each material lets through.
- Shadows are formed when light from a light source is blocked by an opaque object (explore how light passes through transparent, translucent and opaque objects).
- Working scientifically: Use the data loggers to find the best material for curtains.

# Living things:

- Identify and name a variety of living things in their local and wider environment.
- Group and classify living things (mammal, amphibian, reptile, fish, bird).
- Recognise that environments can change and this can pose dangers to living things (positive: nature reserves eco parks and garden ponds. Negative: loss of habitat, overhunting, pollinator
- Recognise that living things can be grouped in different ways: Venn diagrams, Carroll diagrams
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.

## Physical activities and sports development in the areas below (following our progression of skills):

- Striking and fielding: cricket and rounders.
- Athletics.
- Swimming.
- Tennis. OAA
- As experts in computing we will work on the following aspects:

# <u>Unit 3.3 – Spreadsheets</u>

- Know how to create tables of data within a spreadsheet.
- Know how to use a spreadsheet program to automatically create charts and graphs from data.
- Know how to use various features within a spreadsheet to support solutions to calculations. For (ample, more than , less than , and equals
- Know how to describe and find a cell location in a spreadsheet.

# **Unit 3.9 - Presenting (Powerpoint)**

Know what presentation is and how it can be used.

Please see computing progression map for further guidance.

- Know how to add pages/slides, text and shapes to pages, and also format them.
- Know how to add media such as images, audio and videos.
- Know how to use effects and features such as animations and slide transitions.
- Know how timings can help when presenting and know how to include them in presentations.

Know how to effectively present to an audience using presentation software.

# As artists we will explore working in 3D:

Telling Stories Through Making

Disciplines: drawing, sculpture, sketchbooks Medium: Paper, drawing materials & Modroc

Artists: Rosie Hurley, Inbal Leitner, Roald Dahl, Quentin Blake

- Artists are inspired by other artists often working in other artforms.
- Explore my response to the chosen book/film, making visual notes, jotting down ideas and testing materials in my sketchbook.
- Use Modroc to make a sculpture.
- Use paint to add colour to my sculpture.

#### For Christians what was the impact of Pentecost?

Make clear links between the story of Pentecost and Christian beliefs about the Kingdom of God on Earth; offer informed suggestions about what the events of Pentecost in Acts 2 might mean both then and now. Understand the impact:

Make simple links between the description of Pentecost, the Holy Spirit, the Kingdom of God and how Christians live now.

Make connections:

Make links between ideas about the Kingdom of God in the Bible and what people believe about following God today, giving good reasons for their answers.

## How and why do people try to make the world a better place?

Make sense of belief:

Identify some beliefs about why the world is not always a good place - Christian idea of sin.

Make links between religious beliefs and teachings and why people try to live and make the world a better

Understand the impact:

Make simple links between teachings about how to live and ways in which people try to make the world a Make connections:

Raise questions/suggest answers about why the world is not always a good place, and what are the best ways of making it better; make some links between commands for living from Christian/Jewish traditions and non-religious worldviews.

#### Personal, Social, Health and Economic Education (including Relationships and Sex Education). Pupils will have the opportunity to:

## Relationships:

- Jealousy
- Love and loss
- Memories of loved ones
- Getting on and Falling Out Girlfriends and boyfriends
- Showing appreciation to people and animals (visit from Dog's Trust)

### Changing Me:

- Being unique
- Having a baby Girls and puberty
- Confidence in change
- Accepting change
- Preparing for transition

Environmental change

## As historians we will have an overview of ancient civilisations. We will:

- Understand that farming changed the way people lived. (Change from nomadic to settlements).
- Understand where and when some ancient civilisations started (examples could be ancient Sumer, ancient Egypt, Minoan civilization, ancient Greece, Shang dynasty, Phoenician civilization, ancient Roe)
- Compare what is similar and different about ancient civilisations through trade and mathematics, writing, settlement (buildings), technology (particularly the wheel)
- Understand the chronology of ancient civilisations in relation to other topics they have covered so
- Learn how Historians can find out about technological advanced through a variety of different sources, such as artefacts and drawings

## As geographers we will explore earthquakes and volcanoes and will:

- Locate some countries/ States in Europe, South America and North America on a map or atlas (Italy,
- Use an atlas to locate volcanoes and locations of earthquakes, and understand that the distribution of earthquakes and volcanoes follows a pattern; have a basic understanding of plate tectonics and the 'Pacific Ring of Fire'.
- Describe a volcano, volcanic eruption and an earthquake using appropriate geographical vocabulary to describe significant physical features and talk about how they change.

Link geographical similarities and differences in European and American regions.

- As linguists we will explore the French language through:
- Saving where we live
- Learning basic transport and saying how we get to schools
- Learning about French speaking countries Beginning to extend our numbers to 69. Explore Food, ice creams and opinions.
- (incl. 'Hungry Caterpillar/ La Chenille Qui Fait des Trous) Instructions in recipes..

# As designers we will explore textiles (2D shape to 3D product):

Technical knowledge and understanding:

- Know how to strengthen, stiffen and reinforce existing fabrics.
- Understand how to securely join two pieces of fabric together.
- Understand the need for patterns and seam allowances. Know and use technical vocabulary relevant to the project.

#### Designing: Generate realistic ideas through discussion and design criteria for an appealing, functional product fit

for purpose and specific user/s.

Plan the main stages of making.

Produce annotated sketches, prototypes, final product sketches and pattern pieces.

Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing. Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.

- Evaluating:
- Investigate a range of 3-D textile products relevant to the project. Test their product against the original design criteria and with the intended user.
- Take into account others' views.

# As musicians we will:

- Analyse and compare different sound qualities (TIMBRES) instrumental, vocal, environmental, natural, synthesised.
- Improvise on a limited range of pitches, making decisions about structure. Use voices to create and control sounds including tempo and dynamics.
- Identify rhythmic patterns, instruments and repetitions of sound/pattern. Sing partner songs and rounds with increasing confidence, fluency and expression.

Whole class ocarina lessons (see progression for skills and knowledge)