

English: In all teaching we will be using quality text based examples of grammatical features to help support the children's learning using the principles of talk for writing and using the text that teach medium term planning. Emphasis is given on presentation, vocabulary, spelling and grammar. We will be meeting the objectives of the national curriculum by looking at the following genres: Adventure stories (overcoming the monster), Chronological reports and Poetry. Children will be supported by the No non-sense spelling programme and through guided reading. The focus for guided reading will be inferring meaning, finding evidence in a text to support our assertions and summarising information. Beowulf will be the key text to match our topic work.

Mathematics: Our mathematics curriculum is split into the following areas: number sense, additive reasoning, multiplicative reasoning and geometric reasoning. Children will be focusing on extending fractions and calculating efficiently. Children will use all four number operations, they will be expected to prove calculations and place their mathematics in a real life meaningful context, and children will use their geometric understanding to reason about shapes, especially the link between squared and cubed numbers. The aims of the national curriculum (problem solving, reasoning and fluency) are embedded in the planning and not taught as discrete skills.

Physical Education: Supported by Achievement for All the children will be: playing competitive games - modified as appropriate such as: basketball, cricket, football, hockey, netball, rounders. The lesson will allow children to apply basic principles needed for sport but in particular skills of attacking and defending.

Athletics: As we move through the summer term and approach sports day children will: use running, jumping, throwing and catching in isolation and in combination.

Class 4: curriculum overview Summer Term 2018: 'The Struggle for England'

Science: 'Evolution and inheritance' children will be able to recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago. We will consider that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents. By using plants we will test how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution. Through use of computer programs children will try and evolve their own birds to suit different environments. This work is building on what they learned about fossils in year 3, the children will find out more about how living things on earth have changed over time.

The children will investigate characteristics of inheritance by questioning: what happens when a Labrador is crossed with a poodle? How did the giraffe's neck get so long? Why the Arctic fox's fur insulates it effectively?

The children will also find out about the work of palaeontologists such as Mary Anning and about how Charles Darwin and Alfred Wallace developed their ideas on evolution.

Design and technology/ Art and Design - Viking art: Children will look at the technology that enabled the Viking culture to thrive (such as long boats) they will look to improve the original by generating, developing, modelling and communicating their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Children will have to select from and use a wide range of materials and components and apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Children will explore the emblematic nature of Viking art.

Religious education- Hinduism: As children learn about and from other cultures they will consider the importance of Shiva/Lakshmi to Hindus. How a young Hindu understands the existence of God, with a particular focus on Ganesh. The importance of marriage as Hindu weddings can be huge affairs and why Hindu pilgrimages are many and varied.

Computing: select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Music: play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression. improvise and compose music for a range of purposes using the inter-related dimensions of music

Geography and History: Viking raids and invasion, resistance by Alfred the Great and Athelstan, first king of England, further Viking invasions and Danegeld, Anglo-Saxon laws and justice, Edward the Confessor and his death in 1066

human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water

French: speak in sentences, using familiar vocabulary, phrases and basic language structures. read carefully and show understanding of words, phrases and simple writing. Describe places in writing

