<u>Literacy:</u> Explorers - James and the Giant Peach

Children will study the text 'James and the Giant Peach' by Roald Dahl. They will analyse the text and use their knowledge to write their own diary entries, non-chronological reports and persuasive writing.

PSHE/ SMSC: Money Matters

- To explain what skills are needed for a range of jobs and why people go to work.
- To explain the different ways people pay for things.
- To discuss financial risk and borrowing and explain some consequences of this.
- To understand different decisions people may have to make about how to spend their money.
- To explain how adverts try to influence our spending and why they do this.

DT: Juggling Balls

- To investigate and evaluate juggling balls.
- To follow a design criteria to help me create and communicate my ideas.
- To perform tie-dye as a technique for decorating my fabric.
- To research and trial different fillings for my juggling balls.
- To cut around a template and use a running stitch to create a hem.
- To create and then evaluate my product.

Special days/ trips:

- Ramadan/Eid 25/4/2022
- Parents meeting WB 9/05/2022

RE:

An introduction to Islamic History

The children will be exploring the different Islamic eras and their significance and important affects in history and today. The children will study a brief outline of the famous dynasties that ruled the ummah.

Arabic: Going Shopping

In this unit, students will broaden their vocabulary in the context of shopping. They will learn how to express opinions, use past tense verbs and adjectives. They will also learn how to ask and respond to shopping related questions and participate in role play.

History: Local area study

- To use aerial maps to look at how the local area has developed over time.
- To identify changes in my local area.
- To explain what Leicester was famous for in the past.
- To explain the history of Evington and how it has developed over the years.
- To explain the history of a local masjid.

TOPIC: YEAR 4
Term: Summer 1

Geography: What's it like in Whitby?

- To identify Whitby and its major features.
- To compare the physical geography of Whitby with that of my own area.
- To identify Whitby and its major features.
- To compare the human geography of Whitby with that of my own area.
- To create a travel guide for a trip to Whitby.
- To compare the physical and human features of Whitby with those of the area I live in.

Computing: Using and Applying

- To use appropriate software to design, create and present details of a new cartoon character.
- To design and create an original character using appropriate software.
- To use appropriate software to tell a story involving my new cartoon character.
- To use other software to create an additional description or other materials linked to my character.
- To combine software to present information about my character.

Science: Sound

- To describe and explain sound sources.
- To explain how different sounds travel.
- To explore ways to change the pitch of a sound.
- To investigate ways to absorb sound.
- To investigate how to make different sounds, changing pitch and tone.

PE: Invasion Games

- To practice common skills needed for invasion games.
- To use a range of techniques to move with the ball.
- To pass and receive a football with increasing accuracy and success.
- To use and understand attacking skills and strategies.
- To use and understand defending skills and strategies.
- To use goalkeeping skills and strategies to protect a goal.

Numeracy:

Place Value	Addition & Subtraction	Length and perimeter	Multiplication & Division
Area	Fractions	Decimals	Money
Time	Statistics	Properties of shape	Position and Direction

Properties of Shape:

- Turns and angles
- Right angles in shapes
- Compare angles
- Identify angles
- Compare and order angles
- Recognise and describe 2-D shapes
- Triangles
- Quadrilaterals
- Horizontal and vertical
- Lines of symmetry
- Complete a symmetric figure.

Statistics:

- Interpret charts
- Comparison, sum and differences
- Introducing line graphs
- Line graphs

Position and Direction

- Describe position
- Draw on a grid
- Move on a grid
- Describe movement on a grid