## **English**

Use comic strip book of Arthurian legends to investigate themes and conventions of myths and legends. Convert speech bubbles from comic strip into direct speech. Recap punctuation and grammar covered to date including prepositions, adverbs and conjunctions. Use all of the above to write own Arthurian legend.

Explore poetry through the theme 'Word Oceans Week' learning from its language, structure and purpose. Create my own poetry about the Ocean.

Produce an information text focusing on clear introductions and logical points (Y4) use simple organisations devices (Y3) and paragraphs through the theme of global education.

# Geography

Use and develop map skills to locate different countries.

Describe types of settlements and land use to understand how land use and trade links have changed over time. Investigate where the Saxons came from and what routes they took to get to Britain. Find out where the Anglo-Saxons settled and use a map to identify these locations.

# Computing

Computer science: We are software developers. Analyse existing games and consider what makes them effective. Create a working prototype of a game to test and evaluate it.

Information Technology: We are meteorologists. Discover and explore equipment used to measure the weather. Record the weather over a period of time to plan and present a TV style

weather forecast.

Online safety: We are internet Legends: Protect your stuff.

# PSHE HEARTSMART

**'Fake is a mistake'** Amazing facts about ourselves; being truthful about ourselves; the importance of truth in friendships; important voices in our lives; the consequences and risks of dares; risks associated with smoking

'No way through isn't true' choose perseverance in a challenge; find alternative solutions to problems; replace 'worry' phrases with 'what if' phrases; recall a time when I was stuck but found a way through

## DT - Textiles

Investigate a range of textile products looking at a selection of stiches, fabrics, finishing techniques and fastenings to produce an Anglo Saxon ring pouch.

#### Maths

Four operations: addition, subtraction, multiplication and division in the context of measures (capacity) moving on to compact column methods (Y3), securing compact written methods (Y4). Solve word problems.

Fractions/ decimals: recognise equivalent fractions with the small denominators (Y3). Solve simple measure problems involving fractions and decimals to two decimal places (Y4). Geometry – position and direction: recognise angles are properties of shapes. Identify right angles and acute and obtuse angles (Y4). Make half, quarter and three quarter turns.

# Saulgrove Year 3 and Year 4

Summer Term 2024

Treasure Trove - Anglo Saxons



# French (KS2)

**Our school:** names of objects around the classroom and follow simple instructions to identify classroom objects. Name subjects I learn at school and begin to write sentences in French which include a preposition.

**Time:** develop accurate pronunciation and intonation through practice of numbers to 30. Learn to discuss days of the week, months of the year and when my birthday is. Also ask questions about what happened yesterday, today and what will happen tomorrow.

Music
Listen2me – delivered by Hampshire Music Service.
Developing our rhythm and pulse skills.

## **S**cience

Plants: describe functions of different flowering plants and explore the requirements of plants to live and grow. Explore how the parts of a flower play a part in the cycle of flowering plants, including pollination, seed formation and seed dispersal.

Rocks and Fossils: compare and group different types of rocks on the basis of their appearance and simple physical properties. Describe simply how fossils are formed when things that have lived are trapped within rocks. Recognise that soils are made from rocks and organic matter.

# History

Understand what historians mean when they talk about 'The Dark Ages'. Investigate Sutton Hoo and consider what this tells us about the Anglo Saxons. Understand chronology on a timeline of key events I have already learnt about to understand historical time periods overlap and vary in length.

## Art

'The Art of Display'

Consider how the way that my work is presented can change how other and I view it. Understand that artists not only think carefully about what they make, but also about how they present what they make. Investigate sculptures and 'Plinth People' to construct a version of myself, using things such a body position, clothes, props and fine detail to give the sculpture character.

## PE

Summer 1: Yoga discover how yoga can help to develop balance, strength and flexibility. Explore yoga poses that will challenge each of these and work independently and with others to create yoga flows with consideration to how the poses are sequenced.

Football: Develop understanding of the attacking and defending principles of invasion games and how to use strategies to outwit the opposition. Develop understanding of the importance of fair play and honesty while self-managing games and learning and abiding by key rules.

Summer 2 – Athletics: develop basic running, jumping and throwing techniques. Consider how to achieve the greatest possible speed, distance or accuracy and learn how to persevere to achieve their personal best.

Rounder's: explore the principles of striking and fielding. Learn how to score points by striking a ball into space and running around cones or bases. When fielding, learn how to play in different fielding roles.

Developing throwing, catching and batting skills.

## RE

**Christianity:** Kingdom of God. Explore when Jesus left, what was the impact of Pentecost?

**Hinduism:** explore the concept of remembering someone special through the Hindu festival of Janmashtami (Krishna's birthday).