English

Maths

The children will draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations

Children will add and subtract amounts of money to give change, using both £ and p in practical contexts and estimate, compare

and describe them, identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

and calculate different measures, including money in pounds and pence.

Orian and the Dark

The children will retell the story to describe what happened on the journey to the dark and also write a speech dialogue between Orian and the dark. Here they will look at the relevant grammar and punctuation of direct and reported speech as well as the most effective conjunctions to describe their journey.

The Owl Who Was Afraid of the Dark

The children will write a diary entry from Plop to describe his day and what he has learned about the dark. They will use **emotive** and **illustrative language** to capture the reader's interest and in doing so, the children will use fronted adverbials, reported speech, possessive apostrophes and expanded noun phrases.

Night Animals and Wild Animals of the North

The children will use these texts during reading lessons for inference and deduction as well as learning how to write with cohesion and clarity by using effective nouns or pronouns to avoid repetition.



Children will tell the time from an analogue clock, including using Roman numerals I to XII, 12-hour and 24-hour clocks, estimate and read the time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m, midnight and noon, know the number of seconds in a minute and the number of days in each month, year, and leap year and compare durations of events, for example to calculate the time taken by particular events or tasks.

Measurement - Length

Measurement - Money

Measurement - Time

Geometry

Children will measure, compare, add and subtract lengths (m/cm/mm), measure and compare the perimeter of simple 2-D shapes and count up and down in tenths, recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10.

Science

After finishing our respective Plants (Year 3) and Sound (Year 4) topics, Years 3 and 4 will work together to learn about Living Things and Their Habitats. We will look at how living things can be grouped in a variety of ways, and explore how classification keys help to identify and name living things in our local and wider environment. Lastly, we will consider how changing environments impact different species.

Key vocabulary: classification, classification keys, environment, habitat, human impact, positive, negative, migrate, hibernate, amphibian, mammal, reptile, bird, fish, vertebrate, invertebrate, shelter, food protection

Honey Bee Class Topic Web Summer 2

The Dark



History

Ancient Greece

We are going to be investigating how ancient Greece has influenced today's world. We will be looking at the original Olympic games, the achievements of the Greeks, and their cultural influences, including art, literature, and architecture. We will be ending the half term with a Greek Appreciation

Key vocabulary: Olympics, acropolis, assembly, democracy, oligarchy, titans, tyrant

DT

Cooking and nutrition

Children will describe features of biscuits using taste, texture and appearance, follow a recipe with support, use a budget to plan a recipe and adapt a recipe using additional ingredients.

Key vocabulary: adapt, addition, appearance, budget, buttery, combine, comment, compare, construct, cream, crunchy, cuboid, cut, design



Changing me

Children will learn about their personal characteristics and how they have come from both of their parents. They will learn about how the circle of life works and how can apply it to changes that they want to make in their life and they will be able to identify what they are looking forward to in their new class.

Jigsaw



Programming

Repetition in shapes. This looks at repetition and loops within programming. Pupils will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.

Computing



Y3 - Brass

Year 3 will continue with Brass lessons with Mr Stroud.

Y4 - Motifs

Children will learn a new song, singing in time and in tune while following the lyrics, identify motifs aurally and play a repeated pattern on a tuned instrument, create and perform a motif, notating it with reasonable accuracy and transpose their motif, using sharp or flat notes where necessary and change the rhythm. They will combine different versions of a musical motif and perform as a group using musical notation.

Music

PE

In PE, we shall be looking at Tennis skills and Gymnastics.

