STREET DETECTIVES

Theme - History/Geography

Our key theme for this topic is Eastfield and Wolverhampton between 1901 to present day. Children will learn what it was like to live in Eastfield in the past and how it has changed.

In Geography, children will see why people live near Volcanos.

English

Narrative - Horrid Henry

Non-fiction - Non-chronological report— Eastfield Primary School

Non-fiction - Newspaper report—moving into a new year group at Eastfield

Poetry - Riddles—Roald Dahl

Poetry—transition and feelings about year 4

Read and Respond & Talk for Writing "The Magic Finger"

TRANSITION UNIT OF WORK Perfectly Norman by Tom Percival

Transition 2 weeks

PE

Games - kwik cricket / small cricket type games

Athletics - Sports day practise Basic orienteering and team building - trails, simple map/treasure hunt

PSHE

My family, Drugs and Alcohol

Lesson one: 'Cat's Nan' 'To understand some ways smoking can affect people'.

Lesson two –:Reasons not to smoke / give up smoking' 'To know some reasons why I should not smoke.

Lesson three: What makes you look or seem more grown up?' 'To know some ways to look and act more grown up positively

SEAL
Relationships / Change

Languages
Je voudrais, mais, aussi, c'est, days of the week, Paris

Art

Painting – Tints and Tones (Paul Cezanne

Sculpture – Styrofoam (Anthony Twentyman)

Design and Technology

Textiles—bunting

Construction—new playground equipment

RE

Exploring Key Leaders: Sikhs and Hindus

Maths

Children will learn to:

- Tell and write the time from an analogue clock using Roman numerals and the 12 hour and 24-hour clock and read time to the nearest minute.

- Compare durations of events.

- Draw and describe the properties of 2D and 3D shapes using accurate language, including lengths of lines, perimeter and right angles

Science –

Rocks—types of rocks and formation of soils.

Animals inc Humans—the skeleton and muscular system.

Music

Through the units Brining us Together, children will sing with awareness of being 'in tune'.

Computing

Creating media – desktop publishing They will use desktop publishing software and consider careful choices of font size, colour and type to edit and improve premade documents.

Programming B – Events and actions in programs This unit explores the links between events and actions, whilst consolidating prior learning relating to sequencing. learners designing and coding their own maze tracing program.