Sutton Park Primary School

Tomb Raiders

Year 3 and 4

Summer Term

In this topic pupils will locate Egypt on a map and name some key human features of the country, as well as sketching their own maps using grid references to help plot features accurately. Children will use this information to help build an understanding of why people chose that area to settle in. Throughout the topic, pupils will have an understanding of Ancient Egyptian civilisation and the developments they implemented that have helped to shape modern society and how we live today. Using a range of sources, they will gather evidence from the past to help them to understand more about Ancient Egypt and some of the important people linked to this topic.

Maths Year 3

In Maths the children will

Fractions:

- add and subtract fractions
- partition a whole

Money:

- convert pounds to pence
- add and subtract money and find change

Time:

- tell the time to 5 minutes and the minute
- read time on a digital clock
- use a.m. and p.m.
- use start and end times as well as duration

Shape:

- recognise and compare angles and describe the size of the turn
- measure and draw accurately
- recognise, describe and make 2d and 3d shapes
- recognise and draw horizonal and vertical lines
- find and identify parallel and perpendicular lines

Statistics:

- interpret and draw pictograms
- Interpret and draw bar charts
- collect and represent data

Maths Year 4

In Maths the children will:

Decimals:

- partitioning decimals
- comparing and ordering decimals
- rounding to the nearest whole number
- understanding halves and quarters as decimals

Measurement

- convert between different units of time
- compare and calculate different measures, including money in pounds and pence
- read, write and convert time between analogue and digital in 12 and 24 clocks

Geometry

- compare and classify geometric shapes based on their properties and sizes
- identify, compare and order acute and obtuse angles
- identify lines of symmetry in 2-D shapes
- describe positions on a 2-D grid coordinates in the first quadrant
- plot specific points in the first quadrant

English

In English the children will:

- read 'The Egyptian Cinderella' by Shirley Climo as our class text
- explore a range of non-fiction texts linked to the topic to create a recount
- write an explanation text about how to mummify a body
- use the illustrations from the text to create a detailed setting description
- innovate a well known traditional tale into an Egyptian theme
- write, edit and publish a poem

French

In French we will:

- repeat words modelled by the teacher and show understanding with an action
- understand and respond to a few familiar spoken words and short phrases, spoken slowly and clearly.
- recognise a familiar question and respond with a simple rehearsed response
- copy simple vocabulary
- write some single words from memory, with plausible spelling.

Religious Education

In RE we will:

- understand what makes a place sacred
- understand why some buildings are considered sacred
- understand how faith members show respect when they are in a sacred place
- know some of the rituals that happened in sacred places
- understand why some places are special enough for people to travel a long way to visit
- recognise important artefacts and symbols found in sacred places
- know the meaning of certain artefacts and symbols
- know what a rite of passage is.

PSHE Year 3

We will be learning to:

- **f**ocus on the puzzles 'Relationships' and 'Changing Me'
- look at family roles and responsibilities; the skills of friendships and how to build better connections
- explore global citizenship and how our actions have an impact on the wider world
- understand the similarities and differences

PSHE Year 4

We will be learning to:

- **f**ocus on the puzzles 'Relationships' and 'Changing Me'
- understand relationships and recognise how friendships can effect us .
- know how to show love and appreciation to people and animals
- understand the changes in the female body in order to make a baby later in life.

SMSC

We will develop our ability to:

- develop self-knowledge and self-confidence in our learning
- acquire an appreciation for and respect for our own and other cultures
- encourage respect for other people when presenting their thoughts and feelings

Music

In music, the children will:

- recognise and describe sounds and changes in a piece of music using musical vocabulary
- describe the lives and music of romantic composers

Design and Technology

In design and technology, the children will:

- research and investigate existing mechanisms with pulley systems
- design a pulley mechanism
- use tools including a saw safely
- evaluate their finished product against the design brief

Physical Education Year 3

In our PE we will be covering:

- rounders
- athletics
- tag rugby
- gymnastics

Physical Education Year 4

In our PE we will be covering:

- rounders
- athletics
- tag rugby
- dodgeball

Science

In our science topic of we will:

- identify common appliances that run on electricity
- construct a simple series electrical circuit, identifying and naming its basic parts
- identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery
- recognise that a switch opens and closes a circuit recognise some common conductors and insulators, and associate metals with being good conductors.
- identify how sounds are made, associating some of them with something vibrating
- recognise that vibrations from sounds travel through a medium to the ear
- find patterns between the pitch of a sound and features of the object that produced it
- find patterns between the volume of a sound and the strength of the vibrations that produced it
- recognise that sounds get fainter as the distance from the sound source increases.

Computing

In computing we will:

Creating media
- add content to a desktop publishing publications.
- consider how different layouts can suit different purpose.
- consider the benefits of desktop publishing.
- choose appropriate page settings
- recognise how texts and images convey information and that text and layout can be edited

Programming B
- identify and fix bugs in a program.
- design and create a maze based challenge.
- adapt a program to a new concept
- Create a project from a task description