

Stunning Starter: Making the digestive system

Magnificent Middle: D&T Project- Making a sling-shot car.

Fantastic Finish. Art week- 3D sculptures.

English (incl. SPAG, HW, class books)
 Class text: *Where the Forest Meets the Sea* by Jeannie Baker & *Rainforests in 30 Seconds* by Dr Jen Green.
 Class novel: *The Boy Who Biked the World: Part 1 On the Road to Africa* by Alastair Humphreys.
 Writing outcome: To make a zoo information board for a rainforest exhibit. Greater depth writing outcome: Include an interactive element such as a voiceover for a short video. Build a varied and rich vocabulary. Propose changes to grammar and vocabulary to improve consistency, including the accurate use of pronouns in sentences. Use paragraphs to organise information and ideas around a theme. Indicate possession by using the possessive apostrophe with plural nouns and revise Y2 singular. Recognise the grammatical difference between plural and possessive 's'. Spelling: Words with S sound spelt 'SC'. Endings that sound like 'shun' spelt 'sion'. Apostrophes for possession including singular and plural. Homophones: Words that sound the same but are spelt differently. Words from the Year3/4 statutory spelling list. Handwriting - un, um, ig, id, ed, eg, an, ar, ing, ung, ch, sh. Vocabulary - actually, business, caught, complete, consider, grammar, guard, increase, important, library, medicine, minute, notice, possible, purpose, quarter, question, suppose, wilderness, extreme, lush, conditions, flourish, sweltering, swathed, extensive, equator, temperate, tropics, mangrove, deforestation, biodiversity, conservation, ecosystem. Guided reading - *Fantastically Great Women Who Saved the Planet* by Kate Pankhurst.

Mathematics Making a whole from decimals. Writing decimals in place value charts. Comparing decimals using greater than, less than, equal to symbols. Ordering decimals. Rounding decimals to the nearest whole number. Halves and quarters as decimals. Problem solving using decimals in relation to kg g cm m mm. Money. Pounds and pence. Pounds, tenths and hundredths. Ordering amounts of money. Rounding money to the nearest pound. Use rounding to estimate money. Problem solving pounds and pence. Two-step money problems. Units of time (1). Units of time (2). Converting times. Problem solving - units of time. Charts and tables. Pictograms and bar charts. Information tables. Line graphs. Problem solving - statistics.

Science - Habitats and deforestation. In this unit, the children will be looking at animals and their habitats, animal and plant classification keys and how deforestation effects the habitats of living things.

Physical Health & Well -being including outdoor learning mindfulness/reflection/looking after ourselves. PSHE - Think Positive. This unit will build on what the children have already learnt about feelings, both comfortable and uncomfortable and how our attitude towards life can affect our mental health. PE - Rounders skills and matches. Orienteering.



Creative Curriculum
Art - Art week at the end of the term - the children will create a sculpture and a 3D piece of art using wire, soap and shading. **D&T**- Children transform lollipop sticks, wheels, dowels and straws into a moving car. They will be using a glue gun to construct the materials, making the launch mechanism, designing and also making the body of the vehicle using nets and assembling these to the chassis **Music**- Charanga Music unit 'Blackbird'.

Knowledge & Understanding of the World including British Values and What's in the news & Where is in World?
 Green issues around the globe including deforestation and climate change.
Geography - Where does our food come from?
 Learning about trading fairly, focusing on Côte d'Ivoire and cocoa beans; exploring where the food for the children's school dinners comes from.

Community Curriculum
RE - For Christians, what was the impact of Pentecost? [Kingdom of God]. The principal aim of religious education is to explore what people believe and what difference this makes to how they live, so that pupils can gain the knowledge, understanding and skills needed to handle questions raised by religion and belief, reflecting on their own ideas and ways of living.

Computing - Pupils will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language. **Life Skills, Safety & Careers.**
Times tables - Children will be encouraged to learn all their times tables and not only see them as a maths topic but also as a life skill that can be applied to many areas of daily life.