

Summer Term 1 2018-19 Medium Term Plan Year 4

**Topic – Wolves**

**Science display:** living things and habitats

Core				Creative Curriculum		
Week	Special events	English Focus text – Wolves by Emily Gravett	Science learning Theme/area – living things and habitats	Geography / History Theme/area – Vikings culture	Art & DT learning Theme/area – Art linked to English and RE	Computing learning Theme/area – Purple Mash coding, playing the next game in the sequence.
1	PSHE day	Research and write non-fiction text about wolves. Linked to Science. SPAG – use of pronouns to avoid repetition.	Recognising that living things can be in danger if there are particular changes to their environment	to ask and answer questions from picture evidence to find out about the Vikings' settlement of Britain	Studying wolves.	
2		Detailed analysis of illustrations that tell more than the text, even conflict with it. SPAG – direct and reported speech.	Recognising that living things can be grouped in a variety of ways		Observational drawing of wolves	Make a program to make things happen and edit where necessary
3		Creating junk mail for Wolf's doormat. SPAG – widening range of subordinating conjunctions.	Exploring and using classification keys to help group a variety of living things	to ask and answer questions from archaeological evidence to find out about the Vikings' settlement of Britain	Drawing Buddha Shakyamuni.	
4		Writing an alternative ending. SPAG – proof-reading for spelling and punctuation errors	Exploring and using classification keys to help identify and name a variety of living things		Designing stringed instruments that play 2 or more notes and drawing up success criteria.	Use sequence, selection, and repetition in programs.
5		Writing a poem – The Hunter. SPAG – revisiting the suffix 's' in order to test if an apostrophe is needed.		Viking board games	Making and evaluating stringed instruments that play 2 or more notes.	Work with variables and various forms of input and output

	Maths Key areas to cover –	Music Theme/area – Recorders	P.E Theme/area: • Tennis (Premier Sports) • Athletics (class teacher)	PSHE - Jigsaw Relationships	R.E Theme/area – Symbolism in art	French Food
1.	<b>Decimals</b> <ul style="list-style-type: none"> <li>Compare numbers with the same number of decimal places up to two decimal places.</li> <li>Round decimals with one decimal place to the nearest whole number.</li> </ul>	Practise tonguing and control breathing to improve tonal quality.	<b>Tennis</b> How to control the power of a ball  <b>Running for speed</b> <ul style="list-style-type: none"> <li>developing awareness of time, distance &amp; speed,</li> <li>developing fluency &amp; coordination in running for speed</li> <li>how to accelerate quickly from a stationary position</li> </ul>	How to make friends.		Recall, retain and use vocabulary for fruit and vegetables.
2.	<b>Decimals</b> <ul style="list-style-type: none"> <li>Recognise and write decimal equivalents.</li> <li>Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer.</li> </ul>	Create music and notate.	<b>Tennis</b> How to play a forehand shot on a stationary ball  <b>Running for distance</b> <ul style="list-style-type: none"> <li>developing awareness of speed and pace judgement</li> <li>developing fluency in running &amp; walking activities</li> </ul>	Trying to solve friendship problems.	Revisit mudras and meanings. Look at Buddhist art and consider its meaning.	Write simple family words using a model.
3.	<b>Money</b> Estimate, compare and calculate money in pounds and pence.		<b>Tennis</b> To be able to play a fore hand shot  <b>Relay running</b> <ul style="list-style-type: none"> <li>working together as a team</li> <li>passing &amp; receiving the baton</li> </ul>	Showing respect in the way they treat others.		Experiment with writing simple words
4.	<b>Money</b> Solve money problems involving fractions and decimals to two decimal places.		<b>Tennis</b> To be able to show the back hand technique  <b>Skippping</b> Correct skipping technique	Know how to help themselves and others when they feel upset or hurt.	Creating own cartoons/figures/ superheroes and their meanings (child-led)	Read some familiar words and pronounce them.
5.	<b>Time</b> <ul style="list-style-type: none"> <li>Convert between hours and minutes, read, write and convert time between analogue and digital 12- and 24-hour clocks.</li> <li>Solve problems converting from hours to minutes, minutes to seconds, years to months and weeks to days.</li> </ul>		<b>Tennis</b> To be to show the back hand swing  <b>Skippping</b> Single bounce, double bounce and running skip.	Know and show what makes a good relationship.		Use games, actions and rhymes to aid memorisation

