

Beech Class – Summer Term 2023
Overview of Learning

	First Half Term	Second Half Term
English	<p>Read,Write, Inc - Spelling</p> <p>Text: - Leo and the Gorgon’s Curse by Joe Todd Stanton (VIPERS)</p> <p>Writing outcomes: - use and recognition of creative and figurative language - story writing involving a quest or journey - making comparisons to the other books written by this author - links to Ancient Greece</p>	<p>Read,Write, Inc - Spelling</p> <p>Text: - The Story Collector, The Lion and The Unicorn and Other Hairy Tales by Jane Ray</p> <p>Writing outcomes: - engaging in stories where empathy can be shown - show creative responses through drama, storytelling and artwork - exploring themes, plots and character’s actions and motivations</p>
	<p>Extra/Alternative text: - Who Let the Gods Out by Maz Evans</p> <p>Writing outcomes: - non-fiction writing based on Ancient Greek Gods and mythical creatures including adverts, letters, descriptions and job applications!</p>	
Maths	<p>Abacus/ActiveLearn - number and place value - problem solving and reasoning - mental and written methods of addition and subtraction - mental and written multiplication and division - measurement incl. time - geometry (position and direction) - statistics - fractions and equivalent decimals</p>	<p>Abacus/ActiveLearn - number and place value - fractions, ratio and proportion - multiplication and division - addition and subtractions - problem solving and reasoning - measurement</p>

Science	<p>Plants</p> <ul style="list-style-type: none"> - identifying and describing functions of different parts of flowering plants - exploring the requirements of plants for life and growth - investigating the way water is transported within plants - exploring the part that flowers play in the life cycle of flowering plants <p>(CUSP)</p>	<p>Living Things</p> <ul style="list-style-type: none"> - recognising that living things can be grouped in a variety of ways - exploring and using classification keys to help group, identify and name a variety of living things - recognising that environments can change and that this can pose dangers to living things <p>(CUSP)</p>
Geography	<p>Ancient Greece</p> <ul style="list-style-type: none"> - locating the country of Greece using atlases, identifying the names of the main cities and locations of famous monuments <p>(Teacher's own planning)</p>	
History	<p>Ancient Greece</p> <ul style="list-style-type: none"> - learning about when the Ancient Greeks ruled - becoming aware of the beliefs they held and the numerous Gods and Goddesses they worshipped - identifying the different city-states and recognise the differences between Athens and Sparta - understanding what is meant by a democracy and relate this to the City-state of Athens - being aware of why theatre was so important to the Ancient Greeks - finding out about the myths and fables created by the Ancient Greeks - learning about what happened within battles which took place - developing an understanding of when and why the Ancient Greeks invented the Olympic Games - identifying famous people such as Alexander the Great, explaining why he was so renowned <p>(Teacher's own planning)</p>	
Art and Design	<p>Painting 'Flowers'</p> <ul style="list-style-type: none"> - exploration of materials considering mixing of colours and overpainting - using a viewfinder to add detail - use shapes, colours and feelings to create abstract art <p>(CUSP)</p>	

Design and Technology		<p>What's really in your food? (CUSP)</p> <ul style="list-style-type: none"> - exploring nutrition, bread and soup making - comparing the ingredients of freshly cooked food and mass-produced processed foods - explore healthier alternatives - utilising specific culinary skills and techniques - evaluating outcomes (CUSP)
Modern Languages	<p style="text-align: center;">Spanish</p> <p style="text-align: center;">En la ciudad - shops Other places in town Directions</p> <p style="text-align: center;">Revision through outdoor games</p>	
Music	<p>Just Three Notes (SingUp) Pitch, rhythm patterns, structure, minimalism, dot notation. Musica ricercata by György Ligeti, Drumming part IV by Steve Reich.</p>	<p>Samba (SingUp), carnival, fanfare, call-and-response, beat, percussion, word rhythms, music and community. Fly with the Stars. Minor and major chords (A minor, C major), arpeggio, chord, dot notation, durations (crotchet, quavers)</p>
Physical Education	<p>Swimming Taught by qualified instructor at Broadland Sports Club</p> <p>Outdoor Athletics</p> <ul style="list-style-type: none"> - developing basic running, jumping and throwing techniques - knowing how to achieve their greatest possible speed, distance or accuracy - persevering in order to achieve personal bests - allowing opportunities to measure, time and record scores 	<p>Gymnastics</p> <ul style="list-style-type: none"> - transitioning smoothly into and out of balances - creating a sequence with matching and contrasting actions and shapes - creating a partner sequence incorporating equipment <p>Cricket</p> <ul style="list-style-type: none"> - throwing and catching - striking and fielding skills - apply teamwork within game and match situations - playing fairly and respecting the rules of the game

	- Taught by a qualified instructor (Mr Wilson)	- Taught by a qualified instructor (Mr Wilson)
PSHE	Families and Committed Relationships <ul style="list-style-type: none"> - Commitment - Different relationships - Family changes - Belonging (Discovery Education)	Coping with Change <ul style="list-style-type: none"> - Coping with feelings (Y3) - Puberty and Hygiene (Y4) (Discovery Education)
Religious Education	People of God <ul style="list-style-type: none"> - opportunity to compare Christianity and Judaism - identifying a particular group of people known as the people of God and their relationship with God - considering how God wants people to live - awareness of a number of biblical stories (Understanding Christianity)	Incarnation (Understanding Christianity) <ul style="list-style-type: none"> - knowing that Christians believe God is Trinity - recognising that Christians spend their whole lives learning more about God, aiming to understand God better - understanding what is meant by Baptism and Gospel (Understanding Christianity)
Computing	Programming - Repetition in Shapes <ul style="list-style-type: none"> - create programs by planning, modifying, and testing commands to create shapes and patterns - using Logo, a text-based programming language - develop the use of language from work in Discovery Coding (Teach Computing)	Data and Information - Data Logging <ul style="list-style-type: none"> - considering how and why data is collected over time - considering how computers can use special input devices called sensors to monitor the environment - collecting data as well as accessing data captured over long periods of time - looking at data points, data sets, and logging intervals - reviewing and analysing data - posing questions and using data loggers to automatically collect the data needed to answer those questions (Teach Computing)