

WOW

History off the page (starter)
Greek art exhibition (Parents invited in at the end of the topic)

English

Texts and possible writing opportunities;
Percy Jackson and the Lightning Thief
Myths and Legends
Description – diary entry from the POV of a Greek hero.
Report – Perseus and Medusa
Plays -Theseus and the Minotaur
SPaG: apostrophes to show possession, direct speech, expanded noun phrases, fronted adverbials, determiners, conjunctions, paragraphing

PE

Children will be taught;
To play competitive games and apply basic principles suitable for attacking and defending.
Rounders & Cricket- Striking/Fielding – -underarm throw (bowl), overarm throw (for distance), catch, strike with bat)
Dance/Locomotor -transferring weight, shift body shape, transport body and control body movements.
Athletics/OAA- running for different distances/pace, jumping for height/distance, throwing for distance.

Science

Electricity
Children will be taught to;
Identify electrical appliances that run on electricity.
Construct a simple series electrical circuit, identifying and naming its basic parts - make a pressure trigger for keeping exhibits safe in the museum.
Recognise some common conductors and insulators, and associate metals with being good conductors.

Maths

Decimals (2 weeks), Measurement (2 weeks), Time (1 week), Statistics (2 weeks), Geometry – Properties of Shape (3 weeks), Geometry – Direction (1 week)

Year 4 The smashing Greeks



Summer 1 and 2

Links in Learning

In Year 3 children created animals using clay, they also looked at the local environment as well as looking at maps of the world and identifying countries such as Egypt. As part of their topic on the Stone Age children in Year 3 looked at where the first humans were found and how people would hunt for food and use skins to make clothes.

Art and Design

Children will be taught to;
To improve their mastery of art to design Greek art using painting and drawing and sculpture to create a pottery plate – Relate back to myths and a silhouette.

History

Children will learn about;
Ancient Greece – a study of Greek life and achievements and their influence on the Western World.
Looking at artefacts – encourage observations and investigation skills
Greek Education
Athens and Sparta – Voting and British Value links
Olympic Games – Making links to Aylesbury
Greek Arts
Fashion and Food – Comparing to the Romans

Geography

Children will be taught;
Location Knowledge-Use maps and atlases to locate the world's countries with a focus on Europe
Spread of the Olympic games
City states in Greece
Greek Islands – Corfu (investigation)
Tourism - Persuasive piece on why to come to Greece (modern or Ancient?)

Computing

We are publishers
Children will be taught to;
Use publishing programmes to edit and present information
E-Safety – What conduct is appropriate?

Music

Children will be taught to;
Play and perform solo and ensemble contexts using voices and instruments with control and expression.
Create own Greek music

Languages

Spanish – Children will learn key vocabulary associated with appearance, colours and parts of the body.

PSHE

Year 4



The smashing Greeks

Summer 1 and 2

RE

Founders & Prophets, Sacred Texts, Symbolism

What are some of the key teachings of the Holy Books and how are they interpreted? How do Holy books help believers in their daily lives? What do the religions teach about God? How do language and symbols express deep ideas, beliefs and feelings?

Worship, Diversity in religions, Religion in the Community

How does worship express different beliefs about God, humans and the world? How does worship help believers in their daily lives? What beliefs do the different religions share in common and how are they different? Would it be better if we all believed the same things and lived the same way? What beliefs do the different religions share in common and how are they different? Would it be better if we all believed the same things and lived the same way?

Design and Technology

Children will be taught to;
Design, make and evaluate a product fit for Greek purpose (catapult)
To use technical knowledge to understand and use mechanical systems.