Year Four - Topic Planner - Summer Term

The Power of the Sea - Protection

Ranvilles

Project Synopsis:

The Power of the Sea is year four's summer term project that examines the concept of Protection. This unit combines local history and locational geography through a focus on Britain's armed forces. A planned trip to the Historic Dockyards in Portsmouth enhances the children's learning opportunities, providing an opportunity to discover and appreciate how the country's protection has changed over the years and as a consequence how they are kept safe in our world today.

Project Aims:

The aim of this project is for children to understand how to keep safe in the world around them and an awareness of how other people help to keep them safe. It provokes thought in the children's minds with regards how we value and show respect for the people who keep us safe.

How?

Project Launch:

Visitors in school running workshops for the children about their job and how they keep them safe e.g. RNLI, Police, Fire, St Johns Ambulance.

Project Outcome:

The children will use their computing and design skills to design the Navy Ship of the future.

National Curriculum Coverage and Key Skills

ENGLISH:

Milestone Focus:

Teachers identify and personalise the key English skills that the children need to rehearse across the curriculum.

MATHS:

Milestone Focus:

Teachers identify and personalise the key English skills that the children need to rehearse across the curriculum.

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National Curriculum Coverage and Key Skills

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UNICEF ARTICLE 19 Governments must do all they can to ensure that children are protected from all forms of violence, abuse, neglect and mistreatment by their parents or anyone else who looks after them.

SCIENCE: Keeping Warm / Circuits and Conductors
NC Links: Yr4 5a, 5b, 5c, 5d, 5e
Key Milestones:
- **S1 -** 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.
- **S2 -** Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.
- **S3 -** Recognise some common conductors and insulators and associate metals with being good conductors.
- **S4 -** Observe that some materials change state when they are heated or cooled, and measure the temperature at which this happens in degrees Celsius (°C), building on their teaching in mathematics.
- **S5 -** Compare and group together everyday materials based on evidence from comparative and fair tests, including their conductivity (electrical and thermal)

HISTORY: Local History Study / Locational Geography Study
NC Links: History - 2a, **Geography** – 1a, 1b, 2a, 3a, 3b, 4a, 4b, 4c
Key Milestones:
- **H1 -** Describe changes that have happened in the locality of the school throughout history.
- **H2 -** Use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of history.
- **H3 -** Place events, artefacts and historical figures on a timeline using dates
- **H4 -** Understand the concept of change over time, representing this, along with evidence, on a timeline.
- **G1 -** Use maps, atlases, globes and digital/computer mapping to locate countries and describe features.
- **G2 -** Use fieldwork to observe and record the human and physical features in the local area using a range of methods including sketch maps, plans and graphs and digital technologies.
- **G3 -** Ask and answer geographical questions about the physical and human characteristics of a location.
- **G4 -** Explain own views about locations, giving reasons.

ART AND DESIGN: Digital Media
NC Links: 1a, 1b, 1c
Key Milestones:
- **A1 -** Develop ideas from starting points throughout the curriculum.
- **A2 -** Collect information, sketches and resources.
- **A3 -** Comment on artworks using visual language.
- **A4 -** Use a wide range of tools to create different textures, lines, tones, colours and shapes.
- **A5 -** Create images, video and sound recordings and explain why they were created.
- **A6 -** Create original pieces that are influenced by studies of others.

DESIGN AND TECHNOLOGY: Electrical Components, materials and construction
NC Links: 1a, 1b, 2a, 2b, 3a, 3b, 3c,4a, 4c
Key Milestones:
- **DT1 -** Create series and parallel circuits
- **DT2 -** Choose suitable techniques to construct products or to repair items.
- **DT3 -** Strengthen materials using suitable techniques.
- **DT4 -** Cut materials accurately and safely by selecting appropriate tools.
- **DT5 -** Measure and mark out to the nearest millimetre.
- **DT6 -** Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).
- **DT7 -** Select appropriate joining techniques.

RELIGIOUS EDUCATION: Concept of Teaching and Discipleship (Jesus and Followers - link to Moses)
NC Links: 1a-e, 2a-e, 3a-e, **Christianity** – 2a, 2b
Key Milestones:
- **RE1 -** Present the key teachings and beliefs of a religion.
- **RE2 -** Refer to religious figures and holy books to explain answers.
- **RE3 -** Give some reasons why religious figures may have acted as they did.
- **RE4 -** Show an understanding that personal experiences and feelings influence attitudes and actions.

LANGUAGES: Le Monde
NC Links: 1a, 1b, 1c, 1d, 1e, 1f, 1g, 1h, 1i, 1j, 1k, 1l
Key Milestones:
- **L1 -** Read short texts independently.
- **L2 -** Use a translation dictionary or glossary to look up new words.
- **L3 -** Write short phrases from memory with spelling that is readily understandable.
- **L4 -** Describe with some interesting details some aspects of countries or communities where the language is spoken.
- **L5 -** Make comparisons between life in countries or communities where the language is spoken and this country.
- **L6 -** Take part in discussions and tasks.

PHYSICAL EDUCATION: House Games / HRF / Swimming / Athletics
NC Links: 1a, 1b ,1f, 2a, 2b, 2c
Key Milestones:
- **PE1 –** Swim between 25 and 50 metres unaided
- **PE2 –** Use more than one stroke and coordinate breathing as appropriate for the stroke being used
- **PE3 –** Coordinate leg and arm movements
- **PE4 –** swim at the surface and below the water
- **PE5 -** Sprint over a short distance up to 60 metres.
- **PE6 -** Run over a longer distance, conserving energy in order to sustain performance.
- **PE7 -** Use a range of throwing techniques (such as under arm, over arm).
- **PE8 -** Throw with accuracy to hit a target or cover a distance.
- **PE9 -** Jump in a number of ways, using a run up where appropriate.
- **PE10 -** Compete with others and aim to improve personal best

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COMPUTING: Google Sketch-up / Scratch
NC Links: 1a, 1b, 1c, 1f
Key Milestones:
- **C1 -** draw/rotate/enlarge and flip their sprite/background.
- **C2 -** Can use the 'eye dropper tool' to change the colour of their brush/tool.
- **C3 -** Can use the 'move' and 'rotate' blocks within the 'Motion' menu.
- **C4 -** Can enable their sprite to play a pre-recorded sound such as 'meow' from the pink 'Sound menu'.
- **C5 -** Can change their background within their project from the purple 'Looks' menu.
- **C6 -** Can create basic/regular shapes using the 'pen' tool within the green 'Pen' menu.
- **C7 -** Can use the 'clear graphic effects' block within the purple 'Looks' menu to restart their Scratch.
- **C8 -** Can 'debug' (recognise errors) within a script.

MUSIC: Marching Band (with Glenn Clarke)
NC Links: 1a, 1b, 1c, 1d,1e, 1f
Key Milestones:
- **M1 -** Recognise the notes EGBDF and FACE on the musical stave.
- **M2 -** Recognise the symbols for a minim, crotchet and semibreve and say how many beats they represent.
- **M3 -** Understand layers of sounds and discuss their effect on mood and feelings.
- **M4 -** Create repeated patterns with a range of instruments.
- **M5 -** Create accompaniments for tunes.
- **M6 -** Use drones as accompaniments.
- **M7 -** Choose, order, combine and control sounds to create an effect.

Year Four - Summer Term Learning Journey

STARS FOCUS

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The Power of the Sea - Protection

Launch – PSHE – people who protect us

1) How are we protected in the world we live in?

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History
Geography
Science
Music
English
French

Science
DT
Computing
French
Geography
PSHE

4) How can I be a pioneer for the safety of our future?

The Power of the Sea is year four's summer term project that examines the concept of Protection and provokes thought in the children's minds with regards the question 'How are we protected in the world we live in?' This unit combines local history and locational geography through a focus on Britain's armed forces. A planned trip to the Historic Dockyards in Portsmouth enhances the children's learning opportunities, providing an opportunity to discover and appreciate how the country's protection has changed over the years and as a consequence how they are kept safe in our world today.

2) How effective was protection in the past?

3) Are protected more now than we were in the past?

Trip
PSHE
History
Geography
Art and Design
RE