

English

- Class reader - How to Train Your Dragon.
- Diary entry as one of the main characters (first person, past tense.)
- Drama: hot seating of characters, conscience alley to develop a deep understanding of characters and also an ability to empathise.
- SPAG - Using a dictionary to find meanings and further develop their own vocabulary.
- Newspaper reports - key events of the story.
- Write a persuasive advert about a dragon - then perform to the others. (IPad)
- Guided Reading - weekly.

Maths

- Bar modelling in problem solving.
- 3-D shapes: definitions and properties.
- Recognising types of angles and triangles.
- Recap and revise formal methods for the four operations.
- Data handling - pictograms and scale (linked to dragons.)
- "Problem Solving Thursday"
- Using Cuisenaire rods to explore fractions.

Modern foreign Languages (French)

- Family members.
- Household items.
- The French alphabet.

K+U of the world. (Computing)

- Data handling - making tables on word. Conversion to bar charts.
- Collect and collate data using ICT
- Data handling based on How to Train a Dragon.
- Use text wrapping to arrange pictures in a word document and prepare an improved front cover for the class reader.
- Use websites to research and gather information about the class reader and the author.

Knowledge & understanding of the world (History & Geography)

- Compose a timeline of main events of the Tudor times.
- Gain an understanding of the monarchs of Tudor times.
- Henry VIII and his six wives.
- Know what everyday life was like in these times.
- Understand the differences between the life of the rich and the poor.
- Look at the fashions of this period of time.
- Visit to Bessie Surtees house on Newcastle Quayside.

Science

- Exploring how sound is made using sound stations.
- Investigating pitch using elastic bands.
- Learning how sound travels and the ear.
- Learning about dynamics (loud and soft), making straw oboes and bottle orchestras.

Creative development (Music)

Year 4 - Trumpet

- To learn to sing and play The Blaydon Races.
- To learn a Tudor song.
- To play with control the following notes - Low A,B,C,D,E,F,G and A.
- To compose and perform in groups.

Year 3 - Penny Whistle.

- To be able to read musical notation and know a full octave of notes on the penny whistle.
- To learn to play Greensleeves on the penny whistle.
- To practise playing in rounds and then perform in assembly.

Physical development (PE)

- Year 3 - swimming
- Year 3 and 4 - Tennis. Hitting with control, passing to their partners.
- Quick tennis games.
- Year 4 - Outdoor Games. Rounders.
- Year 4 - Broomley Grange.

PSHE & Citizenship

- SEAL- Relationships. Making and maintaining good relationships.
- The circle of life.
- Growth Mindset and aspirational thinking.
- Implementing Inspire core themes; cooperation and integrity.

Terrible Tudors!

Summer Term 1

Year 3/4



Knowledge & understanding of the world (Art, Design and Technology)

- Sketching Tudor portraits.
- Making a Tudor house (junk modelling). The children will work in groups, planning, designing and then making the houses. This will be done over a period of 2 - 3 weeks.
- Collage of a Tudor Rose.
- Baking of jam tarts.

Knowledge & understanding of the world (RE)

- Looking at Abraham within Christianity and Judaism.
- Using drama, look at the story of David and Goliath.
- Looking at the story of Moses and the ten plagues.
- Finding out about the life of Muhammed, the prophet of Allah.