

Year 4 Project Overview

HISTORY ANCIENT EGYPTIANS

This unit focuses on developing our understanding of the legacy of the Ancient Egyptians.

We will be discovering how influential the Ancient Egyptians were in terms of their buildings, their writing and farming.

We will consider their beliefs associated with the afterlife.

We will also be finding out about the social hierarchy of Ancient Egyptians.

DESIGN & TECHNOLOGY

Linking closely to our science unit on electricity, we will be given a series of challenges linked to tomb raiders. For example; Can you make a light come on when the tomb door is opened? Or, can you make an alarm activate when the tomb door is opened?



AWESOME EGYPTIANS (Tomb Raiders)

SPRING 1 2017

PROJECT HOOK:

History Active Learning activity

PROJECT CELEBRATION:

VISITS, VISITORS, THEME DAYS:

HOME LEARNING

Why are the Egyptians amazing?
Thinking about the legacy of the Egyptians, (writing, buildings, farming and beliefs) create an artefact which shows how amazing the Egyptians are.

ENGLISH (LINK TO PROJECT)

Egyptian Cinderella - We will be focusing on the characters in the story and describing events from their points of view.

Instructions text - We will be meeting an inexperienced embalmer as a stimulus for creating an instruction text on mummification.

ART

We will be learning to create clay coil pots to recreate Egyptian canopic jars.

P4C (LINK TO PROJECT)

Using extracts from Egyptian Cinderella as stimulus we will consider the characters' actions and their effect on others.



ENGLISH

FOCUS SPELLING RULES: Words ending with the /g/ sound spelt -gue and the /k/ sound spelt -que (French in origin)) and prefixes sub-, super- and auto-.

LIBRARY DAY: Rye class have flexibility to change library books when required.

MATHEMATICS

Number & Place Value - we will be learning to round any number to the nearest 10, 100 and 1000.

Fractions - we will be learning to recognise and show, using diagrams, families of common equivalent fractions

Addition & Subtraction - we will be continuing to use column method to add and subtract 4 digit numbers. We will be learning to use inverse operations to check answers to a calculation

IMPORTANT INFORMATION

Reading - It is essential that you read regularly with your child at home. Encourage them to talk about events in the story and ask them inference questions e.g. 'Why did the character behave in that way? Look at the text together to identify effective word choices and descriptions.

Spelling - Please help your child to learn their focus spelling rules and the spelling words for their Spelling Bee test.

Times Tables- Please help your child to learn their times tables facts. Please learn **x11 and x12** and revise the **x3, x4, x6, x8, x7, x9** table facts. It is important that they can recall **these multiplication and division facts rapidly**. Time - Please help your child to learn to tell the time using an analogue clock (minutes past and minutes to) and convert this to digital time.

COMPUTING

Google Sketch Up

We will be learning to use a range of tools to create 2D shapes and manipulate these into 3D drawings.

P.E.

Real PE- We will be developing our Agility, Balance and Co-ordination using our FUNS challenge cards.

Indoor Athletics - We will be developing a range of skills and trying to improve our performance each week.

SCIENCE

Electricity

We will be learning how to create simple series electrical circuits, including bulbs, switches and buzzers.

We will also be finding out about conductors and insulators.

R.E.

Death Ceremonies - We will be thinking about the symbolism of Christian and Sikh funerals.

FRENCH

J'aime manger

We will be learning the names for various food and drink. We will be thinking about those we like or dislike.

MUSIC

This term we will be taking part in Hampshire Music 'Listen 2 Me' project and will be learning to play the violin.

PLEASE REMEMBER ...

We would like the children to have a pair of wellington boots and a light raincoat or pac-a-mac in school as we are planning to make greater use of our local environment