Lions – Yearly overview 2018 / 2019

Autumn 1

Africa

English

Performance poetry- Grace Nichols collection of poetry

The children enjoy the range of poems in the unit and discuss and explore their uses of figurative language. They learn and revise metaphor, simile and personification and then identify the features of free verse, haiku and performance poetry. Finally they draft and write their own poems using ones from the unit as models.

Letter- Christophe's story

The children start by listening to *Christophe's Story*, responding to questions that stretch their comprehension and questioning skills. They use discussion, drama and role play to understand more about the characters. They look at the author's use of language: her choice of memorable words and phrases. Children draw on their understanding of conjunctions, adverbs and prepositions to express time and cause to tell their own oral recounts, and then turn these into written recounts. Children use a letter as a model to write their own, applying their ability to write multi-clause sentences.

Maths

Finding pairs with a total of 100; adding to the next multiple of 100 and subtracting to the previous multiple of 100; subtract by counting up to find a difference; adding several numbers.

Read, write 4-digit numbers and know what each digit represents; compare 4-digit numbers using < and > and place on a number line; add 2-digit numbers mentally; subtract 2-digit and 3-digit numbers.

Learn × and ÷ facts for the 6 and 9 times-table and identify patterns; multiply multiples of 10 by single-digit numbers; multiply 2-digit numbers by single-digit numbers (the grid method); find fractions of amounts.

Tell and write the time to the minute on analogue and digital clocks; calculate time intervals; measure in metres, centimetres and millimetres; convert lengths between units; record using decimal notation.

Add two 3-digit numbers using column addition; subtract a 3-digit number from a 3-digit number using an expanded column method (decomposing only in one column).

Science

Animals including humans

Children will learn about the digestive system in humans and animals and the functions of teeth. They will also learn more about herbivores, carnivores and omnivores in the context of teeth, digestion and the food chain.

Geography

Rwanda

In this Unit, children will learn about where Rwanda is in the context of the continent of Africa and what each of the continents looks like in terms of shape. They will explore the difference in lifestyle between Rwanda and the UK.

		Computing
		Internet safety
		In this unit, children learn about preventing and dealing with cyberbullying; how to use search engines efficiently; how to avoid plagiarism online; and how to be a good digital citizen.
		Art
		African art and jewellery
		Children will analyse artwork by Gakonga and using his pieces as inspiration they will investigate patterns in textiles and canvases and then use these ideas as a starting point for developing their own designs.
		Physical Education
		Invasion Games

Famous People

English

Biographies/Diary entry- Neil Armstrong

In this unit, the children select applicants to be trained as astronauts for a mission to Mars. They read about Neil Armstrong in the interactive eBook, using the eBook's features to find out about Neil Armstrong's personal qualities. They focus on effective use of pronouns and fronted adverbials, and use these in their writing tasks: to write a diary entry and a biography.

Podcasts- spooky stories

The children are introduced to the idea of an audio story or podcast. As a class, they listen to a spooky story podcast in three episodes, asking questions and listening out for sound effects to develop their listening and comprehension skills. They focus on the use of language and the way it is used in conjunction with the narrator's voice and sound effects to create atmosphere and character. After some teacher modelling they practise brainstorming and planning a story as a class. They then build on this experience to plan and write their own three-episode spooky story podcasts in groups.

Maths

Double 3-digit numbers and halve even 3-digit numbers; revise unit fractions; identify equivalent fractions; reduce a fraction to its simplest form; count in fractions (each fraction in its simplest form).

Look at place value in decimals and the relationship between tenths and decimals; add two 4-digit numbers; practise written and mental addition methods; use vertical addition to investigate patterns.

Convert multiples of 100 g into kilograms; convert multiples of 100 ml into litres; read scales to the nearest 100 ml; estimate capacities; draw bar charts, record and interpret information.

Round 4-digit numbers to the nearest: 10, 100 and 1000; subtract 3-digit numbers using the expanded written version and the counting up mental strategy and decide which to use.

Use the grid method to multiply 3-digit by single-digit numbers and introduce the vertical algorithm; begin to estimate products; divide numbers (up to 2 digits) by single-digit numbers with no remainder, then with a remainder.

Science

Electricity

Children will learn about what electricity is and how it was discovered. They will identify which appliances use electricity in their homes and how to keep themselves safe.

History

Significant individuals: Mandela, Romero and Teresa

In this Unit, Children will learn about Archbishop Oscar Romero, Mother Teresa of Calcutta and Nelson Mandela respectively – figures of the 20th century whose lives demonstrate powerfully the difference ordinary, individual humans can make.

Computing

Photo stories

This unit introduces children to two different software choices for a creative way of presenting digital photos. Using existing images or photos taken in advance, children spend three lessons learning skills in Microsoft Publisher and a further three lessons using Windows Movie Maker.

Art

Vincent Van Gough

Children will look closely at the work of Van Gough and will attempt to sketch and imitate his sunflowers painting. They will then learn about sketching techniques and apply these to create their own still life drawings.

Physical Education

Invasion Games

Spring 1

Mysterious World

English

Narrative- The Spiderwick chronicles

In this unit, the children explore fantasy fiction. They read the interactive eBook, asking questions and developing understanding of inference. They use drama to explore characters and suspense. They develop editing and proof-reading skills. They plan, edit and write a new episode of the fantasy story they have studied.

Poetry- James carter collection of poems

In this unit, the children enjoy listening and responding to a range of poetry, exploring and comparing the work of two poets. They learn about poems including kennings and raps, exploring the meaning and form of poems written in a Caribbean dialect. They compose class and individual poems based on familiar fairy tales, editing and improving their work as part of the process.

Maths

Place 4-digit numbers on landmarked lines; 0–10 000 and 1000–2000; round 4-digit numbers to the nearest 10, 100 and 1000; mentally add and subtract to/from 4-digit and 3-digit numbers using place-value; count on and back in multiples of 10, 100 and 1000; count on in multiples of 25 and 50; add and subtract multiples of 10 and 100 to/from 4-digit numbers.

Use expanded written subtraction and compact written subtraction to subtract pairs of 3-digit numbers (one 'exchange'); use expanded column subtraction and compact column subtraction to subtract pairs of 3-digit and 2-digit numbers from 3-digit numbers (one 'carry'); learn the 7× table and 'tricky' facts; use the vertical algorithm to multiply 3-digit numbers by 1-digit numbers; solve simple money problems with decimals to two decimal places.

Use mental multiplication and division strategies; find non-unit fractions of 2-digit and 3-digit numbers; find equivalent fractions and use them to simplify fractions (halves, thirds, quarters).

Recognise and compare acute, right and obtuse angles; draw lines of a given length; identify perpendicular and parallel lines; recognise and draw line symmetry in shapes; sort 2D shapes according to their properties; draw shapes with given properties and explain reasoning; draw the other half of symmetrical shapes.

Understand how to divide 2-digit and 3-digit numbers by 1-digit numbers using place value and mental strategies; divide numbers by 1-digit numbers to give answers between 10 and 25, with remainders; identify factor pairs and use these to solve multiplications and divisions with larger numbers.

Science

Living things and their habitats

Children will learn how animals are split into 'vertebrates' and 'invertebrates' and begin to consider the differences between living things within these classifications. They use and create classification keys to group, identify and name living things from the local habitat and beyond.

Geography
Rainforests

In this Unit, children take a closer look at the mysteries of tropical rainforests. From the layers of the forest and its animal inhabitants, to the unique climate found in the tropics.

Computing
Scratch questions and quizzes.

In this unit the children write quizzes by combining questions. While specific skills in Scratch are taught, the unit aims to teach children the wider programming skills of solving problems, testing, debugging, improving and evaluating.

Art
South American art

Children will learn how to make clay monkeys, make picture puzzles using symbols, make dream catchers, draw an important person, create a collage and make traditional drums to create quality artwork that shows progression in skills.

Physical Education

Gymnastics

Spring 2

Mountains, Volcanoes & Earthquakes

English

Narrative - Escape from Pompeii

Newspaper report- Incredible sports

In this unit, the children explore the Big Question: What is the world's most incredible sport? They read the interactive eBook, finding information and distinguishing between fact and opinion. They answer the Big Question, planning and writing their own newspaper report.

Maths

Recognise, use, compare and order decimal numbers; understand place value in decimal numbers; recognise that decimals are tenths; round decimals numbers to the nearest whole number; divide 2-digit numbers by 10 to get decimal numbers; multiply decimal numbers by 10 to get 2-digit numbers; divide 3-digit multiples of ten by 100 to get decimal numbers; multiply decimal numbers by 100 to get 3-digit multiples of ten; add four digit numbers using written method with answers greater than 10 000.

Add amounts of money using written methods and mentally using place value and number facts; choose to add using the appropriate strategy: mental or written; subtract, choosing appropriate mental strategies: counting up or taking away (using counting back, place value or number facts); solve subtractions using a suitable written method (column subtraction).

Tell the time on a 24 hour clock, using am and pm correctly; convert pm times to 24 hour clock and vice versa; use 24 hour clock in calculating intervals of time; measure and calculate perimeters of rectilinear shapes where each side is labelled in cm and m; find missing lengths in rectilinear composite shapes; find the perimeters of rectilinear shapes with some lengths not marked; convert from one unit of length to another; solve word problems involving lengths including those involving perimeters.

Understand place value in 4-digit numbers; partition 4-digit numbers; solve subtraction of 4-digit numbers using column subtraction (decomposition); choose an appropriate method to solve subtractions, either mental or written, and either column or counting up.

Use the vertical algorithm to multiply 3-digit numbers by 1-digit numbers; explore patterns; use mental strategies and tables facts to divide 2-digit and 3-digit numbers by 1-digit numbers to give answers between 10 and 35, without remainders; solve word problems.

Science

States of matter

Children will Compare and group materials together, according to whether they are solids, liquids or gases. Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C).

		Geography **Mountains** In this Unit, children find out about the major mountains of the world and the UK. They find out the different ways in which mountains have been formed, and how different features of mountain ranges have been shaped over time.
		Computing **Kodu** Pupils will create an animation with changing slides and a sprite that moves. Use speech bubbles to add information
		D.T. **Moving books** Children research the content of the book and design and make a book that is finished to a high standard, with pages that incorporate moving parts, including linkages and levers.
		Physical Education Net / Wall Games

Summer 1

The Shang Dynasty

English

Non-chronological report- The Shang Dynasty

In this unit, the children explore the Big Question: Did the Shang Dynasty really exist? They read the interactive eBook, retrieving and collating information about China. They explore historical evidence and timelines, answering questions and considering what information is true and relevant. They answer the Big Question, planning and writing a non-chronological report.

Poetry- James carter collected poems

In this unit, the children explore a range of poems, focusing in depth on the work of two poets. They plan, rehearse and perform a choral reading of a poem. They learn about personification, simile and metaphor, including these in their poems. They explore the patterns of rhyme and rhythm in shape and syllabic poems, reading cinquains and then creating their own.

Maths

Read, write and compare 4-digit numbers and place on a line; find 1000 more or less than any given number; read, write and compare 5-digit numbers; recognise what each digit represents in a 5-digit number; read, use and compare negative numbers in the context of temperature.

Multiply and divide numbers by 10 and 100 including decimals (tenths and hundredths); read and write decimals (to 1 and 2 places), understanding that these represent parts (tenths and hundredths) of numbers; mark 1- and 2- place decimals on a line; count in tenths (0.1s) and hundredths (0.01s); multiply numbers with up to 2 decimal places by 10 and 100, and divide numbers by 10 and 100; say the number one tenth and one hundredth more or less than a given number; round decimal numbers to the nearest whole number.

Learn 11 and 12× tables; develop and use effective mental multiplication strategies; use a vertical written method to multiply 3-digit numbers by 1-digit numbers; use rounding to estimate answers; use a written method to multiply 3-digit numbers, including amounts of money by 1-digit numbers; multiply 2-digit and 3-digit numbers by 1-digit numbers; understand how division 'undoes' multiplication and vice versa; divide above the tables facts using multiples of 10.

Recognise and read Roman numerals to 100; begin to know the history of our number system including 0; calculate area and perimeter of rectilinear shapes using multiplication and addition, or counting; recognise, name and classify 2D shapes identifying regular and irregular polygons; sort 2D shapes according to properties including types of quadrilaterals and triangles; revise 3D shapes, consider 2D-shaped sides on 3D shapes, and sort shapes.

Understand, read and write 2-place decimals; compare 2-place decimals in the context of lengths; add and subtract 0·1 and 0·01 and say a number one-tenth (0·1) or one-hundredth (0·01) more or less than a given number; revise equivalent fractions; write fractions with different denominators with a total of 1; recognise decimal and fraction equivalents.

Science

Sound

Children will learn about how sounds are made, carrying out demonstrations of vibrations, and completing a sound survey of their school. They will work in groups to create a human model of the way particles pass sound vibrations on, and write and star in their own documentary explaining how sound travels.

History

The Shang Dynasty

In this Unit, children will learn about who the Ancient Shang people were, where and when they lived, using maps and atlases to locate Shang cities. They will also examine a range of Shang artefacts and draw conclusions about what they can teach us.

Computing

Turtle logo

This Programming Turtle Logo unit will teach children how to create an algorithm to program a procedure. Lessons are designed to be used with online programs such as Turtle Logo/Logo Interpreter or MSW Logo.

D.T.

Mechanical posters

This unit provides children opportunities to develop their understanding of mechanical systems. Following instructions on how to make different types of lever and linkage mechanisms gives children experience and information to draw on when developing their own ideas.

Physical Education

Athletics

Summer 2

The UK

English

Leaflet- interactive school tour

The children are introduced to the main idea of the unit: that they will create an informative and interesting tour of their school. As a class they identify the key components of a tour, research interesting points of history related to their school and explore a range of presentation techniques, including face-to-face and virtual tours. The children create a short history leaflet about their school, and work as a team to create a comprehensive, interactive tour that can be placed on the school website or shown on a screen in the entrance hall (or presented as a mini-book), using photos, text, audio recordings and video clips.

Narrative- Iron man

The children start by listening to *The Iron Man*, asking and answering questions and making predictions. They look at the author's use of powerful language to capture our imaginations, including similes. They revise their knowledge of speech marks, composing a conversation, and focus on the character Hogarth's feelings to write diary entries in role.

Maths

Add two 2-digit numbers or a 2-digit number to a 3- or 4-digit number mentally; subtract 2-, 3- and 4-digit numbers using counting up; derive factors of 2-digit numbers and use factors and doubling to solve multiplication mentally; solve integer scaling problems using mental strategies and spot a relationship between products; solve correspondence problems, using a systematic approach and calculate using mental multiplication strategies.

Solve written addition of two 4-digit numbers; add amounts of money (pounds and pence) using column addition; solve 4-digit minus 4-digit and 4-digit minute 3-digit subtractions using written column method (decomposition) and check subtraction with addition; solve word problems choosing an appropriate method.

Use coordinates to draw polygons; find the coordinates of shapes after translation; draw and interpret bar charts and pictograms; draw line graphs and understand that intermediate points have meaning.

Use the vertical algorithm (ladder) to multiply 3-digit numbers by 1-digit numbers; find non-unit fraction of amounts, using 'chunking'; add fractions with like denominators, including totals greater than 1; divide by 10 and 100 (to give answers with 1 and 2 decimal places).

Multiply 2-digit numbers by 11 and 12; look for patterns and write rules; multiply 2-digit numbers by numbers between 10 and 20 using the grid method; begin to use the grid method to multiply pairs of 2-digit numbers; use mental strategies and tables facts to divide 2-digit and 3-digit numbers by 1-digit numbers to give answers between 20 and 50, with and without remainders; find non-unit fractions of amounts.

Science

Revision

History
The Railways

This unit children will learn class about the development of the Railways in Great Britain giving them the opportunity to find out about the history of the railways and significant early locomotives. The children will also learn about the growth and development of the railway network in Great Britain and use their geographical skills to map out some key routes.

Computing
Multimedia and word processing

Pupils will to recognise the difference and the advantages and disadvantages between electronic media and printed media and select key features when designing publications.

D.T.
The great bread bake off

Children will gain an insight into the history of bread production, then investigate and evaluate existing bread products. They will create design criteria which will be referred to when designing, making and evaluating their own bread product.

Physical Education

Striking and fielding games