

ENGLISH

Persuasive Speeches: using the speeches written last half term, children edit, peer assess and publish their writing. In order to develop their speaking and listening skills, children use role play to deliver their speech to King Richard II, focusing on varying tone of voice, body language, movement and facial expressions to suit the situation.

Charlotte's Web: linked to our topic, children use this classic novel by E.B. White to explore settings, characterisation and conflicting emotions. They produce: a diary entry; emotion graphs to explore the changing emotions within a story; describe the setting using art to inspire ambitious vocabulary; write an information text on spiders; and finally, create a short story based on the novel.

Grammar focus: possessive apostrophes; punctuation for parenthesis - brackets, dashes and commas; punctuation of bullet points; varying sentence openers; commas in lists; semi-colons.

Spellings:

Year 4

Continue learning statutory spellings for Year 3/4

Learn the 'ous' suffix

Revise prefixes e.g. 'in', 'un', 'dis', 're', 'sub', 'inter', 'super', 'anti' & 'auto'.

Practise adding the suffix 'ly' to words

Year 5

Continue learning statutory spellings for Year 5/6

Revise suffixes e.g. 'ed', 'es', 'ies', 'ing' & 'ous'

Revise homophones

Practise proofreading and using a dictionary to check words.

PSHE & P4C

Growth Mindsets

Children define the term 'successful' and learn to value failure as an important part of the learning process. They learn strategies for persevering when they make mistakes and share how it feels to make mistakes. Children explore the characteristics of an effective learner.

MATHS

Please refer to the separate half termly Maths plans.

SPANISH:

Following Rigolo scheme of works.

Children learn how to ask for a Spanish translation (e.g. ¿Cómo se dice... en español?); parts of the body (including the use of adjectives such as *grande*, *pequeño*, *gordo*, *largo* and *puntiagudo*); the use of *tiene* and *también*; and the names of common zoo animals. They revise the vocabulary they have learnt this year and hold conversations with one another.

COMPUTING

In computing, we will be looking at early forms of animation before computers and make our own flipbook.

We will then create a short computer animation using one or more moving stick figures and create stop motion animation.

Cedar Class Beast Creators 2nd Half Summer Term 2018

SCIENCE

Reproduction in plants and animals:

Children explore the processes of reproduction in plants, naming parts of the flower and explaining their importance within the process. They look at the life cycle of humans and compare them with that of other mammals. They represent data in a variety of ways including scatter graphs.

Human impact:

Children identifying differences, similarities or changes related to simple scientific ideas and processes. They explore the positive and negative ways humans can change the environment and are introduced to the concept of biodiversity. Children conduct a survey of litter in the local area. They select appropriate tables and graphs to collect data and represent information. They use the data to answer questions and make suggestions.

RELIGIOUS EDUCATION

This half term we are looking at who is Jesus by focusing on 'I am...' statements in the New Testament.

We will discuss the meaning of these statements for Christians today and how they relate to us.

MUSIC

Peasants, Princes & Pestilence (continued from 1st Half Summer)

Children will listen and perform 'When a Knight Won His Spurs'.

Beast Creator

Children will be listening and performing a range of songs with a minibeast theme. They will also improvise and develop rhythmic styles.

ART/D&T

Peasants, Princes & Pestilence (continued from 1st Half Summer)

Art

Children will apply their knowledge of heraldry to design and make a knights shield.

Beast Creator

DT

Children will design and then use tools to create a 'Minibeast Hotel'. They will evaluate their finished build as they wait for the minibeasts to move in!

HUMANITIES

Peasants, Princes & Pestilence (continued from 1st Half Summer)

History

Children will research the role of knights in medieval society. They will find out about their armour and weapons. They will also learn about the history of heraldry and how important coats of arms were to Knights during battle.

Beast Creator

Geography

Children will explore our local environment to identify minibeast habitats. We will go minibeast hunting and will develop their geography skills by creating their own habitat maps showing their location. Children will use maps and atlases to locate minibeasts from around the world including: the deadly minibeasts such as Cobra snakes, Amazon Tree Frogs and Asian Giant Hornets!