

Science

TASC: To create a model or diagram to show the process of the water cycle.

States of matter

- Compare and group materials together, according to whether they are solids, liquids or gases.
- Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

Additional information:

- Properties of solids, liquids and gases.
- Evaporation investigation.

Maths

- Statistics- hours of sunshine, amount of rain, population of villages. (Geography weather patterns).
- Conversion of measurements - km to m, hour to minutes - journey times down the Nile, distance between villages.
- Problems Solving- including 4 operations to decode location of treasure along the Nile.

Geography

TASC: To create a TV advert persuading people to visit Egypt.

- Human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.

Additional information (lesson objectives):

- To locate Egypt on a map of the world/Africa.
- To map the physical features of Egypt's geography.
- To identify the weather patterns in Egypt and how they affect land use.
- To understand the differences between urban and rural land use.
- To understand the reasons for migration.
- To understand the positive and negative effects of tourism on Egypt.

Music

TASC: To create a composition representing a journey through the desert.

- Improvise and compose music for a range of purposes using the inter-related dimensions of music.
- Listen with attention to detail and recall sounds with increasing aural memory
- Use and understand staff and other musical notations

Taught through Recorder sessions with Manchester Music Service peripatetic.

Journey down the Nile



Autumn 2

PSHE/SEAL

Good to be me

RE

Friends of Jesus

Literacy

Story settings - The desert
Persuasion - Holiday to Egypt
Poetry - Vocabulary Building

Physical Education

tbc
Swimming and water safety (throughout Year 4).

Design and Technology

TASC: To design a device to collect water from the River Nile.

Design: generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, patterns pieces and computer-aided design.

Make: Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing) accurately.

Evaluate: evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Technical knowledge: Understand and use mechanical systems in their products (for example, gears, pulleys, cam, levers and linkages).

Computing – Handling Data

TASC: To create a Photostory holiday brochure encouraging tourists to visit Egypt

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- Understand computer networks including the internet; how they can provide multiple services, such as the world wide web, and the opportunities they offer for communication and collaboration

Additional Information

- Handling data - Create bar charts, pictograms, pie charts with data to use in tourist holiday brochure, e.g. temperature, rainfall, no. of tourists etc