

## Science – Animals, including humans

### TASC – Create a deadly 60 interactive magazine for use in class reading areas

- Construct and interpret a variety of food chains, identifying producers, predators and prey

#### Additional information

- Compare teeth of carnivores and herbivores and suggest reasons for differences
- Create food chain kebabs
- Identify food chains from visit to Chestnut centre

## R.E

Buddhism

## Music

### TASC – Take part in a performance poetry morning

- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression

#### Additional Information

Chn will use poems from literacy sessions (e.g. Walking with my Iguana) and use instruments and other objects to create a performance.

## Art

### TASC – To create a mixed media jungle picture

- To create sketch books to record their observations and use them to review and revisit ideas
- To improve their mastery of art and design techniques; including drawing. Painting and sculpture with a range of materials (pencil, charcoal, paint, clay)
- Learn bout great artists (Henri Rousseau)

## Numeracy

- Measuring (incl fractions of measures) – Deadly 60 fact book – lengths of snakes, weights of animals, weights of foods for feeding times etc
- Division & fractions- Deadly 60 measures book as above
- Position – co-ordinates of animals on safari maps
- Area – area of enclosures in deadly 60 zoo

## PSHE and SEAL

Moving on

Year 4  
Deadly 60!  
Summer 1



## Computing -

### TASC – Design a scratch program using animal 'sprites'

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create aq range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable, unacceptable behaviour; identify a range of ways to report concerns about content and contact

## Literacy

### Take one Poet (1 week) – Poetry appreciation

Jungle/animal themed poems by Rudyard Kipling (How the camel got his hump etc)

### Structure – riddles (1 week)

'What am I' animal riddles linked to science (to be included in Deadly 60 magazine)

### Imaginary Worlds (3 weeks)

Take one book – write a story set in an imaginary (jungle) world

## PE – Games

### TASC - Jungle games – Create a jungle themed sports game for a KS1 class / Create a jungle themed orienteering game

- Take part in outdoor and adventurous activity challenges both individually and within a team
- Use running, jumping, throwing, catching in isolation and in combination

## Geography – Countries and continents

### TASC – TASC – Create a deadly 60 interactive magazine (including information on habitats/continents etc) for use in class reading areas

- Locate the world's countries, using maps to focus on Europe and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries and major cities
- Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, The tropics of cancer and Capricorn, Arctic and Antarctic circle, the Prime/Greenwich Meridian and time zones
- Use maps, atlases and globes and digital/computer mapping to locate countries and describe features studied
- Use the 8 points of a compass, 4 and 6 figure grid references, symbols and key (including use of OS maps) to build their knowledge of the UK and wider world