Sheriffhales Primary School

Year 3 & Year 4 Learning Overview
Summer 2



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Maths

Year 3:
Add and subtract amounts of money to give change, using both £ and p in practical contexts
Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight
Recognise angles as a property of shape or a description of a turn
Identify right angles, recognise that two right angles make a half turn, three make three-quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle

Year 4:
Estimate, compare and calculate different measures, including money in pounds and pence
Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days
Read, write and convert time between analogue and digital 12- and 24-hour clocks
Recognise angles as a property of shape or a description of a turn (Y3)
Identify acute and obtuse angles and compare and order angles up to two right angles by size
Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs

English

All reading, writing, spelling, grammar, puctuation and handwriting objectives will be taught through the following sequences this half term:

Manfish: A Story of Jacques Cousteau

- Invention narrative
- Biography



Science

A biology focus looking at Animals including humans.

- To explain the role of a skeleton.
- To recognise the main bones in the body.
- To explain how muscles are used for movement.
- To explain how food is an essential energy source for animals.
- To identify the main nutrient groups and their simple functions.
- To explain what makes a balanced diet.

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History

Are all settlements the same?

We will locate some cities in the UK. Describe the difference between villages, towns and cities. Identify features on an OS map using the legend. Describe the different types of land use. Follow a route on an OS map. Discuss reasons for the location of human and physical features. Locate some geographical regions in the UK. Identify and begin to offer explanations about changes to features in the local area. Describe the location of New Delhi. Identify some human and physical features in New Delhi. State some similarities and differences between land use and features in New Delhi and the local area.



RE

For Christians, when Jesus left; what was the impact of Pentecost?

We will find out about the events of Pentecost found in the Bible, considering which events would be needed to retell the story for someone else. We will make links between the description of the day of Pentecost in Acts 2, the Holy Spirit and the Kingdom of God.

ICT

Creating Media

We will use a range of techniques to create links between events and actions, while consolidating prior learning related to sequencing. Next, they will begin by moving a sprite in four directions. This unit will conclude with learners designing and coding their own maze-tracing program.



PSHE

Citizenship focus

- We will understand the benefits of recycling.
- Our local community and how they use community buildings/places.
- The role of a local councillor.
- Charities support the local community.
- Human rights are and why they are important.

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Music

Singing inter-related dimensions of music

We will learn and build on our knowledge and understanding about the interrelated dimensions of music through: warm-up games, learn to sing songs, play Instruments, improvise and compose and perform.

French

Shopping for French food (cycle A)

We will recognise and explain how to build 2-digit numbers in words up to 60, using a number builder resource for support if needed. Listen carefully and make good attempts at accurate pronunciation of new vocabulary. Recognise how a sentence changes according to noun gender. Make predictions about language from a familiar story and join in with an oral performance. Use strategies to support recall of vocabulary. Make at least one change to a noun in a given sentence and present the sentence orallyProduce a short written story with some modelling and with some elements changed.

Art & DT

Painting and mixed media; prehistoric paintings.

- Exploring prehistoric Art
- Charcoal animals
- Prehistoric palette
- Using and making natural art
- Plant propagation
- Design and create our own bird boxes.

PE

Outdoor adventurous activities

We will develop problem solving skills through a range of challenges. We will work independently, as a pair and in a small group to plan, explore, solve, reflect and improve on strategies. We will learn what makes a good team and explore key skills such as inclusion and trust. We will begin to learn to orientate a map, identify key symbols and draw and follow routes.

Outdoor Learning

Outdoor learning activities:
Forest School