

Year 4 - Autumn B - Superheroes and Villains.

	<u>Week 1</u>	<u>Week 2</u>	<u>Week 3</u>	<u>Week 4</u>	<u>Week 5</u> Chair making	<u>Week 6</u>	<u>Week 7</u>
English Read stories about superheroes.	What is a superhero? Collect lots of superheroes and sort them in their own way. Reading activities - draw the character to match the description Design their own superhero in a mixed ability pair. Philosophy - Ralph is not a superhero.	The Origin - With a partner the children will create their own superhero. They will consider how they became a superhero, what is their backstory? What are their powers? Do they have an alter ego? Fact file Descriptive writing	Villain/Nemes is - The children will work in pairs and create a nemesis for their superhero. They will consider all of the elements they used for their superhero character. Fact file Descriptive writing	The children will create a story map for a fantasy story involving their superhero and nemesis. BIG WRITING	Cold writing - newspaper article Children to consider how a newspaper might report the story about their super hero's adventure. Use talk for writing to learn a newspaper story.	Children to plan and write their newspaper article considering the 5 W's linked to their own superhero story.	Ice man's hand letter Reading test Grammar skills work.
Science	Pre-Assessment. What do children already know about keeping warm and temperature? Using touch to gauge temperature.	Lets Think Warming and cooling measuring temperature using a thermometer. Safety. Use thermometer to measure accurately and then make solutions of different temperatures.	Snowman's coat, children discuss the concept cartoon and write their ideas about what they think will happen.	Investigation - the ice man, how can we keep things cold? Prediction focus	Investigation- what happens to liquids left at room temperature, Prediction focus and use of line graphs. Make generalisations about thermal insulators, relate this to work on electrical conductors and insulators.		
Geography	Look at maps and identify the different continents, equator, tropics etc. Children to label a map with the different features.	Discuss how to use an atlas. Children to use atlases to find places where a superhero travelled to and then mark on a map.	Memory map of Europe, Find out about Europe as a continent and the countries in it. Complete a Norwegian detective sheet finding out facts about Norway.	Sort pictures from Norway and the UK and discuss where each picture goes. Class debate which country would you like to live in?		Superman's holiday, the children will plan a holiday for superman to a European country of their choice. They research the area and plan a presentation for the class about this area including facts about the country landscape and people who live there.	Children present their work to the class and vote on their chosen place for superman to visit.

RE PPA	Children discuss what it means to belong to a community and will create a uniform, symbol and rules for a new club.	What is a mosque and what is it for? Discuss what sacred means and why a mosque is a sacred place. Look at pictures of the mosque and discuss what you can see, who goes there and why.	To know the names of the key features of the mosque and the significance of these features.	What happens in a mosque and why. Example facing Mecca, removing shoes etc	Christmas Story		
Art	Drawing figures in proportion showing each body part.	Drawing their own superhero figure, keeping human proportions, adding capes, masks etc	Tones. Tints and how to use them to shade.	The children will use the tones and tints to paint their superhero. The children will create a background for their superhero adventure.	The children will use the tones and tints to paint their superhero. The children will create a background for their superhero adventure.	Evaluate work.	
ICT PPA	Children to look at 2 Simple animation programme and explore the tools.	Children to begin to create their own animations on 2 simple related to super heroes	Children to continue to create their own animations on 2 simple related to superheroes	Children to continue to create their own animations on 2 simple related to superheroes	Children to continue to create their own animations on 2 simple related to superheroes	The children will watch each others animation and evaluate.	.
P.E.	Gymnastics - teach the children how to set out the apparatus.	Gymnastics the children will learn how to put out and put away the apparatus. The children will explore ways to travel on both the floor and apparatus.	Gymnastics continue explore ways of travelling on the apparatus. Introduce balances and rolls and how these can be performed. Focus on changes of level and direction.	Gymnastics use the elements from last week to create a sequence of movements, including four elements and a change of level speed and direction. Assess using human meters.	The children will work with partners and explore how to make shapes and balances as a pair and how to travel as a pair.	The children will look at each others routine and evaluate.	
PE 2	Dance macabre - listen to the music and the poem and experiment with ways of moving which fit with these. Practise and improve movements and then begin to fit these to the	Dance macabre - work with a partner to produce the second part of the dance.	Continue to develop the dance together.	Dance macabre - work in a group to produce the final part of the dance.	The children will perform their dance to another group who will critically evaluate their moves and the children will have the opportunity to make changes.	Chestnut and Elm class will watch each other and evaluate the dances.	

	music to produce a beginning where the skeletons awake.						
French	Unit 4 - Animals	Unit 4 Animals	Unit 4 Animals	Unit 4 Animals	Unit 5 The Family	Unit 5 The Family	
PSHE	Develop a positive attitude to and take responsibility for their learning and behaviour.		Develop a positive attitude to and take responsibility for their learning and behaviour.	Practice effective collaborative group work skills.	E safety - rings of responsibility		
MUSIC	The children will listen to existing superhero anthems and will consider the different styles and the instruments used to create the effects.	Explore the ICT programme and find the different effects that can be created and how the different instruments sound.	Continue to explore the programme and begin to consider which hook would be used for their superhero or villain.	Record the children's ideas using ICT.	Continue to record the children's ideas.	The children will listen to and evaluate each- others work.	