

Literacy Book unit-The Iron Man

Poetry

Use drama to perform Iron Man Poem
Use of figurative language, adjectives, metaphors and similes. To explain how these create images and atmosphere
To describe where the Iron Man came from
Introduce the idea of tense in verbs.

Recounts

Write informal letters in the first person and diary entries, based on Hogarth and the Iron Mans actions and feelings.

Newspaper Reports

Use imagination and ideas generated to write a newspaper report on spotting the Iron Man. Write in columns, the structure of a newspaper report. Use paragraphs.

Narrative-Dilemmas

Develop ideas for story writing by planning.
Show imagination through use of language devices including adjectives and similes to create suspense in the story writing.
Organise texts into paragraphs.
Use various sentence lengths.

Grammar and Spelling

Use and recognise nouns, adjectives and adjectival phrases. Use possessive apostrophe with singular and plural nouns. Create complex sentences.
Use commas after or before phrases and clauses.
Use and punctuate direct speech. Abstract nouns
Prefixes
HF Spellings year 3/4

Science States of matter

Solids, liquids, gases Compare the properties of the three states of matter and sort common materials into the three states. Water is used as an example of a material that can exist in all three states at reasonable temperatures. Use drama to model the three states.

Temperature Use everyday examples to explain that temperature is a measure of how hot or cold something is & that it increases or decreases due to heat being transferred to or away from the object. Find that thermometers are the best way to measure temperature

Thermometers Look at a line graph of temperature changes in the classroom over 24h Explain why it goes up and down. Establish how to use a thermometer accurately and safely, including a close look at different scales. Look at a range of temps of diff places or objects.

Changing States Materials change from one state to another at different temperatures. Discover at what temperatures water changes state & what effect adding salt has. Find out how the differences in freezing and boiling points of different materials can be utilised.

ICT and Computing

This term we will be using Scratch to create animations. We will be using programming to control the movements and actions of sprites and backgrounds using Scratch's programming language.

Heroes and Giants

PE

Hockey
Dance-Performing a routine for an audience
Get fit with NCFE

Art & DT

Create a setting using collage
To use a range of media to create a picture using shading and blending techniques-Iron man
Generate ideas for a product, thinking about who will use them and what they will be used for -Robots
Enrichment-House of Objects-Making robots

RE

PHSCE-SEALS Going for Goals
That a person's choice of hero tells us something about them. Describe the characteristics and qualities of a personal hero

Music

Singing a variety of songs- The friendly Robot
Dynamics
Listening and responding to The Hall of the Mountain King
Enrichment-MUSIC DAY

Numeracy

Place Value and Decimals

Divide whole 2-digit numbers to give one-place decimals;
Multiply 1-place decimals to give whole numbers;
Recognise decimal and fraction forms of tenths;
Place one-place decimals on a number line;
Round tenths to nearest whole;
Compare 1-place decimals and write one in between Add decimals using doubling and mental methods in the context of money

Division

Divide 2-digit numbers by 1-digit numbers without remainders
Check division with multiplication
Divide 2 digit numbers just above the 10th multiple with remainders, using written layout

Fractions

Identify equivalent fractions (1/2s, 1/3s, 1/4s, 1/6s, 1/8s, 1/10s, and 1/12s);
reduce fractions to their simplest form;
identify equivalent fractions and decimals (1/10s and 1/2s);
add and subtract fractions with the same denominators with 2 wholes.
Find fractional and non fractional units of amounts.

Measurement

Measure/convert lengths in cm, mm and m
Measure/convert weight in kg and g; estimate, measure objects and record in tables
Represent and interpret data in bar charts.
Measure lengths in m, cm and mm, convert between km, m, cm and mm
Measure weight in kg and g to one decimal place, convert between kg and g and make sensible estimations

History & Geography

Robots

Investigate how jobs in local area have changed over time due to developments in technology
Discuss the impact of technological changes on life.
Report on findings from enquiries-Where are robots in the world?
Use straightforward scientific evidence to answer questions or to support their findings
Locate specific countries and places on world map.