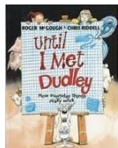




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English  <i>Varmints</i> Helen Ward Explanations of a life cycle Diary entries, instructions, letters, descriptions, speeches  <i>Until I Met Dudley</i> Roger McGough and Chris Riddell Two explanation texts - formal and informal Letters, short explanatory paragraphs	Year 4 Curriculum Overview Summer 2 PE days: Monday + Wednesday Homework handed out: Friday Homework due in: Thursday Home Readers to be checked/changed: Thursday As such a vital skill for life please try to listen to your child read at least three times per week. Children should bring their reading books into school every day.	Maths Shapes Statistics Position and direction
History Artists and Architects - Recognise that artists and designers have different styles. - Observe and discuss works of art and design. - Use simple research skills to find information. - Express opinions about artwork using appropriate vocabulary. Begin to identify features of buildings and structures.	Religious Education - Know the term Sikh - Know the term Gurus - Understand Guru Granth Sahib - Know about a Gurdwara - Know that People of all faiths and religions are welcome in gurdwaras.	Science
Music Music Teacher	Physical Education Swimming Athletics Developing speed, stamina, and technique in track and field events. Develop stamina, speed, and pacing over distance.	Computing Introduction to AI Understanding artificial intelligence and its impact on everyday life. - Explore what artificial intelligence is. - Investigate how AI can be used to help people. - Discuss the positive and negative impacts of AI. - Begin to consider the ethics of using AI.

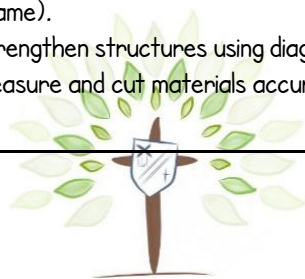




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	• Improve sprinting technique for speed and power. • Develop jumping technique for distance. • Develop throwing technique for distance and accuracy. • Perform a pull throw with control. • Develop skills in officiating and performance.	
French Retrieval: Days of the week In the Classroom (Intermediate KS2)	Art / Design Technology Architects (Gaudí, Hundertwasser, Zaha Hadid, Tyree Guyton) Exploring architecture through drawing, structure, and 3D design. Drawing • Use sketchbooks to record ideas and observations. • Explore line, texture, and pattern using a range of media. • Develop detailed surface pattern and mark-making. 3D Design • Design and build simple models from imagination or observation. • Join and construct stable structures. • Add surface texture and pattern to 3D work. Design & Technology - Structures • Explore and use simple structures (shell and frame). • Strengthen structures using diagonal supports. • Measure and cut materials accurately.	PSHE Growing and changing





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