

English

Writing [Click here to view curriculum knowledge](#)

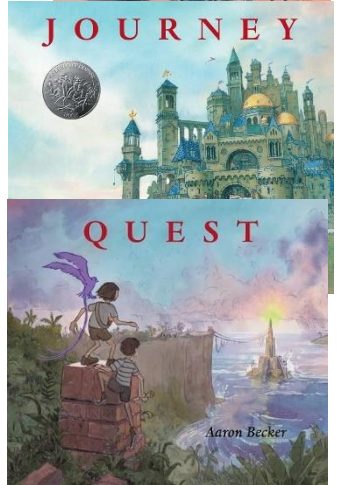
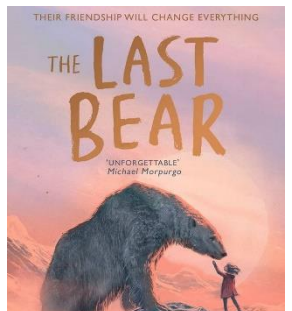
- Fiction: Journey and Quest (Balanced Argument)
- Fiction: Journey and Quest (Persuasive Letters)
- Poetry
- Non- Fiction: The Last Bear (Non-Chronological Report)

Reading [Click here to view curriculum knowledge](#)

Throughout the Summer Term, we will finish 'The Explorer' and move onto our new novel 'The Last Bear'. Alongside this, we will be also looking at a range of genres including: narratives, non-fiction texts linked to our big question and our history topics, poems, song lyrics and a focus week on picture books.

We will focus on the following skills:

- Read with increasing accuracy and fluency.
- Compare the language choices the author has made to convey information over a range of non-fiction texts.
- Draw on inferences and justify with evidence from the text.
- Justify personal preferences for writers and types of text, whilst comparing books from similar authors.
- Make predictions based on details stated and implied.



Maths

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Year 3

Fractions:

- count up and down in tenths; • recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10
- compare and order unit fractions, and fractions with the same denominators • recognise and show, using diagrams, equivalent fractions with small denominators

Year 4

Fractions:

- count up and down in hundredths;
- recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- recognise and show, using diagrams, families of common equivalent fractions

- recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators
- recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators
- add and subtract fractions with the same denominator within one whole [for example, $5/7 + 1/7 = 6/7$]

Measurement – Capacity, Time and Money

- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- measure the perimeter of simple 2-D shapes
- 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, a.m./p.m., morning, afternoon, noon and midnight
- know the number of seconds in a minute and the number of days in each month, year and leap year
- compare durations of events [for example to calculate the time taken by particular events or tasks].

- solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number
- add and subtract fractions with the same denominator

Decimals

- recognise and write decimal equivalents of any number of tenths or hundredths
- recognise and write decimal equivalents to $1/4$, $1/2$, $3/4$
- find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths
- round decimals with one decimal place to the nearest whole number
- compare numbers with the same number of decimal places up to two decimal places
- solve simple measure and money problems involving fractions and decimals to two decimal places

Measurement - Capacity, Time and Money

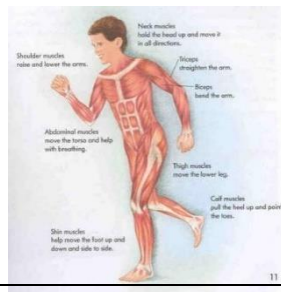
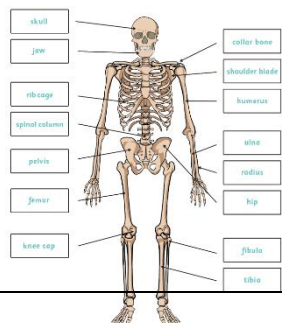
- Convert between different units of measure [for example, kilometre to metre; hour to minute]
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- find the area of rectilinear shapes by counting squares
- estimate, compare and calculate different measures, including money in pounds and pence
- read, write and convert time between analogue and digital 12- and 24-hour clocks
- solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Science –

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The Musculoskeletal System

[The Musculoskeletal System Video](#)



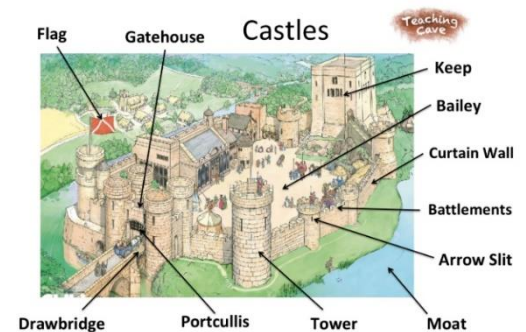
Geography – Comparison of UK and European Country

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History – The Battle of Lincoln

[Click here to view key knowledge](#)



<https://www.youtube.com/watch?v=hpZz5Psw8HO>

<https://kids.nationalgeographic.com/geography/countries/article/norway>

https://investigatlearning.com/wp-content/uploads/2022/10/lincoln_castle_and_the_battle_of_lincoln_2017_0.pdf

Computing – Photo Editing
[Click here to view key knowledge](#)

Art & Design – Printing
[Click here to view key knowledge](#)

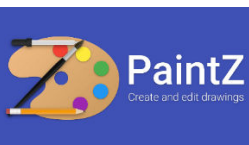
Religious Education – How do Hindu’s worship?
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Collograph printing <https://www.youtube.com/watch?v=TgpCQQ1RqXk>

[Facts about Hinduism video](#)

Relief printing
<https://www.bbc.co.uk/bitesize/articles/zbh4wsg#zstcdnb>

[Hindu Temple video](#)



Key Vocabulary	
brightness	The level of darkness or lightness in a photo.
clone	The process of creating an exact copy of something. Cloning can be used to copy parts of an image.
contrast	The difference in the brightness or colours used in a photograph.
crop	The process of removing an unwanted area of a photo.
edit	To make changes to a photograph.
filter	A tool that allows you to change the appearance of a photo.
resize	To change the size of a photo.

What Is Photo Editing?

Photo **editing** is the process of changing or enhancing the quality of a photograph. Digital photo **editing** software can be used to do this.

Why Is Photo Editing Important?

Photo **editing** allows us to improve a photograph and make it more fit for purpose. When we **edit** a photo, we can:

- improve the quality of the photo;
- remove any unwanted parts of the photo, such as objects in the background;
- fix any problems with **brightness** or **contrast**, making the photo more visible;
- give any imperfections a new look using **filters**.

How Can I Edit Photos?

We can use digital photo **editing** software to:

- change the **brightness** level;
- crop** a photo;
- resize** or **rotate** a photo;
- change the **contrast**;
- add a **filter** or **retouch** a photo;



[The story of Rama and Sita Video](#)

Design Technology – Structures
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Music – Singing
[Click here to view key knowledge](#)

Lincoln Castle guide to building a castle from recycled materials.
https://investigatlearning.com/wp-content/uploads/2022/10/investigate_lincoln_castle_construction.pdf



<https://www.youtube.com/watch?v=UyF1rwIPdDc>

Personal and Social, Health Education (PSHE) – Keeping/Staying Safe

Leaning out of windows/Cycle Safety

[Click here to view key knowledge](#)

Free resources you may wish to access at home:
<https://www.1decision.co.uk/resources/kids-zone>

Physical Education – Athletics and Rounders

[Click here to view key knowledge](#)

Running:

The main muscle groups used in running include arms (triceps, biceps), shoulders (deltoid), and legs (hamstrings, calves and quadriceps). You need to prepare these muscles before running.

Jumping:

A run up builds speed and power and will enable you to jump further.

Throwing:

The main muscles used in throwing include arms (triceps, biceps), shoulders (deltoid), and legs when transferring weight (hamstrings and quadriceps). You need to prepare these muscles before throwing.

Relay Changeover

Passing the baton to the next runner is a vital aspect of a relay race. The next **runner needs to be moving** when the changeover is made. This allows the runner get to their top speed quicker and will finish the race in a faster time.



The Rounders Pitch

