

Bitterns - Half Termly Overview – Summer 1 2024 – The Great Outdoors

CORE SUBJECTS (SEE WEEKLY PLANS FOR MATHS AND ENGLISH OUTCOMES)				
	Maths	English How Does Your Garden Grow? (The thing in the basement by Michael Morgan)	RE (Miss Sanderson) 3.1: Called by God What does it mean to called by God?	SCIENCE (Miss Jackson) Plants
15.04.24	Addition and subtraction Y3 Place Value Y4	Mystery	I know that the Prophets were called by God to give his message to the people.	To name the different parts of flowering plants and explain their jobs.
22.04.24	Addition and subtraction Y3 Addition and subtraction Y4	Mystery	I know that the Prophets were telling the people to turn back to God and mend their relationship with him. I know that the message of the prophets is part of God's big salvation plan.	To set up an investigation to find out what plants need to grow well.
29.04.24	Multiplication and division Y3 Addition and subtraction Y4	Mystery	I know that people are called by God today and can describe how they respond and the impact on their lives	To investigate how water is transported in plants.
06.05.24	Multiplication and division Y3 Multiplication and division and measure Y4	Classic poetry	I can talk about in detail the Bible stories you have discussed. I can ask important questions about religion and beliefs	To name the different parts of a flower and explain their role in pollination and fertilisation.
13.05.24	2D shape Y3 Multiplication and division and measure Y4	Classic poetry	I can interpret the stories and identify Christian beliefs. I can use developing religious vocabulary to show that they understand the Christian beliefs.	To understand and order the stages of the life cycle of a flowering plant.
20.05.24	Decimal place value Y3 Multiplication and division and measure Y4	Classic poetry	I can describe the impact of responding to God's call on a person's life.	To conclude an investigation.
27.05.24	Decimal Place Value Y3 Area Y4	Science week	I can tell you what they think God would be asking prophets to speak out against today.	Science Week

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FOUNDATION SUBJECTS							
	Creative Curriculum		Other curriculum subjects				
	History/Geography EXTREME EARTH	Art/DT FOOD - DESIGN, MAKE, EVALUATE	Computing Coding 4:1	PE Net and wall core task 1 Striking and fielding games – rounders	Music Enjoying improvisation	PSHE Being My Best	French Ma Famile (My Family)
15.04.24	Under Our Feet To describe and understand key aspects of physical geography in the context of what is under the Earth's surface. • To describe what you find underground.	To know that climate affects food growth.	To review coding vocabulary and knowledge. To create a simple computer program.	Explore different throwing actions Throw an object using different ways of throwing	To understand the structure of music, find the pulse, copy back rhythms and experiment with my own rhythms	Identify ways in which everyone is unique; Appreciate their own uniqueness; Recognise that there are times when they will make the same choices as their friends and times when they will choose differently.	Animals and pets
22.04.24	Volcanoes To describe and understand key aspects of physical geography in the context of volcanoes. • To explain how volcanoes are formed.	To understand the advantages of eating seasonal foods grown in the UK.	To begin to understand selection in computer programming To understand how an IF statement works. Co-ordinates		To listen, appraise and respond to music and give my opinions about a piece of music	Name major internal body parts (heart, blood, lungs, stomach, small and large intestines, liver, brain); • Describe how food, water and air get into the body and blood.	Animals and pets
29.04.24	More Volcanoes To describe and understand key aspects of physical geography in the context of volcanoes. • To explain how volcanoes affect people's lives.	To create a recipe that is healthy and nutritious using seasonal vegetables and fruits.	To understand how to use coordinates in computer programming. To understand how an IF statement works.	To consolidate throwing actions and practise catching.	To learn to sing a song	Identify their achievements and areas of development; •Recognise that people may say kind things to help us feel good about ourselves;	Numbers 11–20, and animals
06.05.24	Earthquakes To describe and understand key aspects of physical geography in the context of earthquakes. • To explain what causes earthquakes and how they are measured.	To safely follow a recipe when cooking.	To understand the Repeat until command. To begin to understand selection in computer programming. To understand how an IF/ELSE statement works.	Explore different ways of throwing. Consolidate catching skills. To suggest ideas and practices to improve their play.	To compose music To improvise with music	Explain why some groups of people are not represented as much on television/in the media.	Numbers 11–20, and animals
13.05.24	Tsunamis To describe and understand key aspects of physical geography in the context of tsunamis. • To explain what causes tsunamis and how they affect people.	To know that climate affects food growth.	To understand what a variable is in programming. To use a number variable.	Strike the ball using their hand or small bat.	To perform a piece of music	Explain some of the different talents and skills that people have and how skills are developed; •	Give someone's name
20.05.24	Tornadoes To describe and understand key aspects of physical geography in the context of tornadoes.	To understand the advantages of eating seasonal foods grown in the UK.	To review vocabulary and concepts learnt in Year 4 Coding. To create a playable game	improve movement skills and body positions. Familiarise them with a racquet and practise striking skills using a racquet	To compose using symbols and begin to understand staff and music notations	Recognise their own skills and those of other children in the class.	Give someone's name
27.05.24	To explain what causes tornadoes and the effects they have.	To create a recipe that is healthy and nutritious using seasonal vegetables and fruits.	To review vocabulary and concepts learnt in Year 4 Coding. To create a playable game		To compose using symbols and begin to understand staff and music notations		Describing someone