Learning Overview – Key Stage 2 Years 3 & 4 Otters
Spring term 2017 – Grand Designs

History
- Learn about the Seven wonders of the Ancient world with a focus on the Great Pyramid of Giza.
- Discover why and how Pyramids were made.
- Explore other Grand structures that celebrate a person's life (Taj Mahal and Dali's museum).

Geography
- Locate different historical buildings on a world map and the country they belong to.
- Create maps to reference the location of buildings.
- Use an 8-point compass to find hidden treasure in the pyramid.

Religious Education
- Tell a Christian and a Hindu story
- Describe what a believer might learn from a religious story

Maths
- Explore how fractions are connected with division in context of shapes (yr3) decimals and money (yr4)
- Place unit fractions (yr3) non-unit fractions and decimals (yr4) on number lines.
- Geometric reasoning: (Yr3) Draw, describe and explain properties of 2-D shapes relating to angles, sides and perimeter.
- Geometric reasoning: (yr4) Learn about the properties of different triangles, perimeter, symmetry and to locate points on a grid.
- Measurement: (yr3) solve problems involving comparing, adding and subtracting. (yr4) Solve problems converting between units of measurement.
- Statistics: Extract information from graphs and tables.

Literacy
- Create a fantasy setting for a story describing in detail how the location looks.
- Use prepositional phrases to guide the reader round the setting and to organise writing into paragraphs.
- Write a play script for a shadow puppet show inspired by the Egyptian pyramids.
- Use direct speech punctuation.
- Study poetry and write a poem inspired by Salvador Dali

Community & Citizenship
- Work together to find solutions and to overcome and solve problems as part of a team.
- Keep myself safe online.

Creative & Critical Thinking
- Combine creativity and practical skills when designing and making the 3-D card buildings.
- Solve problems through evaluating the design process.

Personal Development
- Communicate own ideas within a group and to listen to others.
- Encourage thinking and learning skills across the curriculum.
- Take responsibility for the school environment

Digital Application
- Film the shadow puppet shows using an IPad.
- Add narration of the story and a soundscape to the film.

Science
- Investigate light and shadows
- Create a shadow puppet show
- Explore how sound is a form of vibration and how different pitches are produced.
- Look at changing states of matter inspired by Salvador Dali's surrealist artwork.
- Study the human skeleton and discover what is inside an Egyptian mummy.

Language
- Read, write and say number words
- Talk about the parts of a building
- Write a leaflet to advertise the features of a fantasy castle

Theme: Grand designs
Final Outcomes
- Illustrated poem about a fantasy surrealist building.
- A short film of a narrated shadow puppet show.
- Papier mache model of a fantasy castle

Computing
- Learn how to use search engines effectively to find out certain information about pyramids.
- Look at different ways of how to collect and record information.

Design & Technology
- Design and create a paper mache building that contains moving parts: pulleys and levers.
- Learn and refine skills in designing, measuring, cutting, scoring, fixings and joining techniques.

Art & Design
- Create wire based Egyptian mummy figures inspired by the sculptor Alberto Giacometti.
- Use oil pastels to design a fantasy building inspired by surrealist artist Salvador Dali.
- Learn how to draw a 3-D building using one-point and two-point perspective technique.

Physical Education
- Yr4: Swimming Yr3: Yoga
- Hockey-Basketball-Fitness

Drama & Dance
- Use drama to show a range of reactions and emotions to different building locations and settings.

Music
- Explore different musical atmospheres to compliment various architectural buildings.
- Look at pitch and how to record using musical notations on the staff.