<u>Maths</u>

<u>Statistics</u>

- To interpret pictograms and charts
- To read and draw line graphs

<u>Properties of shape</u>

- To understand turns and angles
- To find right angles in shapes
- To compare, identify and order angles
- To recognise and describe 2D shapes
- To identify triangles and quadrilaterals
- To identify lines of symmetry

Decimals

- To identify tenths and hundredths
- To know halves and guarters as decimals
- To compare and order decimals
- To round to the nearest whole number

Fractions

- To add and subtract fractions
- To find fractions of an amount

Money

- To convert money and compare
- To add and subtract money
- To find change

<u>R.E</u>

Why do some people think that life is a journey and what significant experiences mark this?

<u>P.E</u>

Swimming, golf and cricket

Computing

Programming Events and actions using Scratch

<u>History</u>

Why and how were the Egyptians so successful?

- To research the most famous Egyptian Pharaohs and explore the meaning of symbols they are associated with
- To research why the Ancient Egyptians built pyramids
- To discover why the Ancient Egyptians mummified people
- To understand the different stages of the mummification process
- To find out which pastimes were popular
- To explore and translate hieroglyphs



SYCAMORE Summer Term 2

Ancient Egyptians

Believe ~ Learn ~ Grow

Value & Relationship Education

- To understand the value of Truthfulness **Change**:
- To understand and celebrate change

<u>French</u>

• Les petit Chaperone Rouge (Little Red Riding Hood)

<u>Music</u>

• Ancient Worlds and Food & Drink

<u>English</u>

Non- Fiction: The Story of Tutankhamun Fiction: Marcy and the Riddle of the Sphinx

- To use expanded noun phrases, fronted adverbials and a range of conjunctions for effect
- To use different narrative features the power of three, similes, repetition and onomatopoeia
- To use rhetorical questions, emotional language and repetition to persuade
- To use paragraphing and subheadings to aid clarity for the reader

<u>Science</u>

<u>Sound</u> Year 4

- To identify how sounds are made and that vibrations from sounds travel through a medium to the ear
- To identify patterns between the pitch/volume of a sound and features of the object/strength of the vibrations
- To investigate how sounds get fainter as the distance from the sound source increases
 <u>Forces and Magnets</u> Year 3
- To compare how things move on different surfaces
- To investigate magnetic materials and magnet strength

<u>Art/DT</u>

- To design and create a shaduf (an Ancient Egyptian irrigation system)
- To design and create a cartouche
- To design and make a fruit smoothie