

Medium Term Planning		Learning Journey Map		Term: Summer1	Weeks: 6
Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture					
Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Problem solving and thinking skills Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise Working collaboratively; Taking ownership of learning; Fostering and applying thinking skills Independent learners	Creative Arts Dance, Drama, Music, Art- developing the creative brain; Inspiration, enjoyment and fulfilment; Opportunity to enhance and develop skills/talent Performance, dedication and perseverance	Nurturing Responsible Citizens Thinking classroom/P4C; Emotional Intelligence Love for learning collaboratively; Care for the environment; Share talents in community; Make decisions; Links with community and local environment		
- BIG BANG – Junk Man virtual performance & creating own junk instruments - Celebration - Share rap/song with yr3 with homemade instruments	- How will they add things to their recycled materials to turn them into instruments? - Give children a certain amount of 'money' to 'spend' at the shop.	- Instrument building in class - Perform dance to others (PE) - Creating a rap	- Instrument making workshops run by the children (with Year 2) - Read Raps to year 3 - Buddy reading		

YEAR 4
Title: CRASH! BANG! WALLOP!

Key Curriculum Areas:
 Science, Design and Technology

Big Bang:

- Mr Junk Man virtual performance
- Creating our own junk instruments

Science: Sound

- Identify the parts of the ear
- Identify how sounds are made, associating some of them with something vibrating
- Find patterns between the pitch of a sound and features of the object that produced it
- Find patterns between the volume of a sound and the strength of the vibrations that produced it
- Work scientifically (plan, observe, record, conclude, evaluate)

Special Events:

- Making own musical instruments

D&T: Levers (creating a children's book)

- Explore products that use different types of levers
- To design a product for a purpose
- To develop practical skills and technique
- To evaluate my design and final product

Celebration:

- Play own instruments concert to record

Music:
 Continue to develop their technique on the flute, clarinet and saxophone.

English:

- **Non-fiction focus:** Writing a biography on favourite singer / songwriter / musician.
- **Narrative:** Short stories based on a musical stimulus (Marshmello - Happier)
- **Talk for writing:** speaking and responding activities to enrich writing

Whole Class Reading: daily sessions to develop reading and comprehension skills

- **Spelling:** suffix -ous; To spell words of Latin origin words with the 's' sound spelt 'sc'
- **Handwriting:** following PENPALS Programme for Handwriting

Cross Curricular Links (Writing opportunities)- Writing an explanation text on the anatomy of the ear

Maths:

Addition & Subtraction: Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

Multiplication & Division: Multiplying two-digit and three-digit numbers by a one-digit number using formal written layout. Divide using formal written method of short division. Solve multiplication and division two-step problems in contexts, deciding which operations and methods to use and why

Measurement (Money): Estimate, compare and calculate different measures, including money in pounds and pence's

Geometry (2D shapes): Angles, Perimeter & Area

PE: Net / Wall Games

In this unit children focus on developing the skills they need for net games and on how to use these skills to make the game difficult for their opponent. They learn to direct the ball towards the target area and away from their opponent. In all games activities, children have to think about how they use skills, strategies and tactics to outwit the opposition. In net games, players achieve this by sending a ball (or other implement) towards a court or target area which their opponent is defending. The aim is to get the ball to land in the target area and make it difficult for the opponent to return it.