Geography/History: Community Changes

How and why has our area changed over time?

- use the eight points of a compass, four/six-figure grid references, symbols and key to build knowledge of Fulwood and the local area.
- identify human and physical characteristics, key topographical features and land-use patterns within Fulwood.
- use fieldwork to observe, measure, record and present the human and physical features in Fulwood
- understand how some human and physical characteristics of Fulwood have changed over time

Care

Science: The Cycle of Food

How can a food chain be changed?

- identify the different types of teeth in humans and their simple functions
- set up a practical enquiry to show the basic functions of the digestive system
- make careful observations using simple scientific language and diagrams about the digestive system
- explore and use classification keys to help group, identify and name living things in local and wider environments
- construct and interpret a variety of food chains, identifying producers, predators and prey
- ask and answer relevant questions about the dangers that different food chains face due to changing environments

The Big Question

What life do we _want_ to live?

Trust

"True life is lived when tiny changes occur."

Year 4

Summer Term

Inspire

Common Good

Visit Brockholes Nature Reserve

Maps and Orienteering

Environmental Art

English: Island Life

<u>Class Texts</u> : Why the Whales Came

<u>What makes a 'true' community?</u>

- read fluently and listen carefully to a class novel
- orally retell a range of stories with intonation
- respond to questions whilst making predictions and using inference skills
- plan and write in a variety of forms capturing the audience
- participate in discussion about what is read to them and about what has been written
- discuss and propose changes to own and others' writing or reading skills

Change

Art: School of sculptures

Can we change places for the better?

- collect visual information and to explore ideas for a sculpture
- explore ideas using digital sources
- record, collect and store visual information digitally
- be able to design a specific sculpture appropriate for selected environment
- experiment with constructing and joining recycled, natural and manmade materials