**Settlements & Civilization**

**Autumn 1**

**Spitfire Class**

**Literacy – Storytelling**

**Stone Age Boy by Satoshi Kitamura**
- Using prediction and inference for a new story.
- Ordering and verbal re-telling of a story.
- Write a detailed story opener.
- Giving story characters a voice.
- Re-tell a given story.
- Plan and write own story.
- **Grammar Recap**: nouns, pronouns, adjectives, verbs, adverbs, apostrophes, past tense, synonyms, conjunctions, similes, prepositions.
- **New Grammar**: speech marks, fronted adverbials, reporting clause and comma.

**PE (Tuesdays & Wednesdays)**

**Warm up & down** – Warm up different areas & muscles of the body ready for work.
- Mr. Elmhirst – Striking & Fielding
- Mrs. Smith – Yoga & Breathing Techniques for calming and strengthening the body

**Music**

- Listen and appraise music
- Learn a song: Let your Spirit Fly
- Music Activities – Rhythm and Pitch
- Play instrument as part of a group

**SMSC**

- Unity, Co-operation, Respect
- Create class rules for a happy classroom.
- How to be a good friend and not be unkind.

**Art/DT**

- **3D Modelling**: Use of sticks, clay and hay with techniques of weaving, daubing and tying.
- **Cave Painting**: Draw images of animals, hand-prints, hunters. Use a range of materials. (paint, charcoal)

**Numeracy**

- **Place Value**
  - Find the worth, value, amount of a digit in a 3 or 4 digit number
  - Adding/Subtracting 1,10, 100, 1000
  - Ordering numbers
  - Estimating & Inverse Work
  - Negative numbers
  - Mental Maths – Year 3 = 3x 4x 8x (and ÷ facts)  
    Year 4 = 6x 7x 9x (and ÷ facts)

- **Addition and Subtraction**
  - Using 3 digits to +/- using columns, progressing to 4digit numbers
  - Problem Solving to develop skills

- **Geometry**
  - Year 3 – Introduction to calculating perimeter of shape
  - Year 4 – Recap of perimeter and introduction to area.

- **Time**
  - Year 3 – Telling time to the nearest minute & using roman numerals
  - Year 4 – 24h & Digital times and clocks

**Science**

**Animals including Humans**

- Naming parts of the digestive system.
- Understanding what the parts of the digestive system are for.
- Compare animals’ digestive systems.
- Name and understand the functions of different teeth.
- Understand what the parts of a food chain are.
- Create and label a food chain independently.

**Investigations**

- Understand the types of scientific investigations that can be undertaken.
- To make predictions and draw conclusions from findings

**RE/SMSC**

- **Discover the beginnings of Hinduism and Islam.**
- **Compare the main beliefs of Hindu and Muslim worshippers.**
- **Understanding places of worship of other religions.**

**Topic (Geography & History)**

- Explore the Stone Age by finding out how to survive.
- Put events in order using AD and BC timeline.
- How do we use evidence to tell us about the past?
- How was food collected and eaten? What was eaten at the time?
- Why was shelter important and how were homes constructed over the period?
- What is a settlement and how do you choose the best place to settle?
- Recap and use map skills to find current towns and villages and use names to find out who were the first settlers.
- Compare villages, towns and cities on maps.
- Find and follow current transport links. How can we travel to different places?