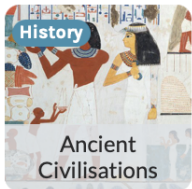




Hazeldown
Primary School

Year 4 Summer Term

Driver Project



Memorable Experience

What is a civilisation? 'Tomb Builders' - Identifying simple machines and producing a prototype of a machine that could have been used to transport bricks for ancient Egyptian pyramid builders.

History

This project teaches children about the history of three of the world's first ancient civilisations: ancient Sumer, ancient Egypt and the Indus Valley civilisation. Children will learn about the rise, life, achievements and eventual end of each civilisation.

Features of civilisations; Ancient Sumer, Ancient Egypt and Indus Valley civilisations; artefacts; timelines; new inventions and technology; everyday life; social hierarchy; significant leaders; end of ancient civilisations.

Innovate Challenge

You are a historian who needs to answer the question 'How was the Indus Valley civilisation similar to or different from the ancient Sumerian and ancient Egyptian civilisations?' You need to study each piece of evidence and use your knowledge of the other ancient civilisations to help you write a detailed answer.

Class Texts

'The Invisible Boy' - Trudy Ludwig
'Cloud Busting' - Malorie Blackman

Writing

Persuasive writing: Persuasive letter persuading people to protect the environment;

Myth: Myth quest inspired by 'Monster Slayer' by Brian Patten;

Information report: Report about a significant event in ancient times inspired by The Great Fire of London: Anniversary Edition of the Great Fire of 1666 by Emma Adams.

Maths

Teaching for Mastery using White Rose Maths supported by NCETM PD spines.

Number: Decimals

Measurement: Money

Measurement: Time

Geometry: Shape

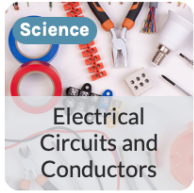
Statistics

Geometry: Position and Direction

Companion Projects



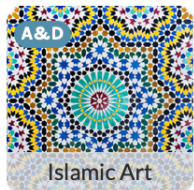
'Tomb Builders' - Simple and compound machines - designing, planning and reviewing a simple machine that could have been used to move a brick when building the pyramids in ancient Egypt



'Electrical Circuits and Conductors' - Sources of electricity; electrical devices; electrical components; series circuits; complete and incomplete circuits; conductivity; conductors and insulators; wired plugs; incandescent light bulbs; future of electricity; working scientifically – identifying and classifying; pattern seeking; comparative test; research. Making switches; programmable technologies; programming a micro:bit; designing and making a nightlight; incorporating programming and circuits in products.



'Statues, Statuettes and Figurines' - Figure drawing; statues, statuettes and figurines; sculptures from ancient civilisations; clay work and sculpting.



'Islamic Art' - Features of Islamic art; motifs and patterns; high and low relief clay sculpture. Producing a tile inspired by Islamic Artwork, building together to produce a class mosaic.

Physical Education

Following the PE Pro programme. Dodgeball, Invasion Games, Striking & Fielding & Athletics.

Music



THE BEATLES Blackbird

Following the Charanga Musical School primary curriculum programme. All learning is focused around one song:
Blackbird

Computing

Following the Teach Computing curriculum:
Creating media - Photo editing
Programming B - Repetition in games (Scratch).

Personal, social, health and economic education

SCARF:
Being My Best
Growing and Changing

Religion and Worldviews

How do people from religious and non-religious communities celebrate key festivals? How and why do people mark significant events of life?

Spanish

School equipment
Colours as adjectives (placement and agreement m/f)
Numbers 21-30
Months
When is your birthday?