

Phoenix Term 1-The Stone Age

Core Subjects:

Foundation Subjects

English

History and Geography

Associated Text: - Stone Age Boy

Y4 Spelling: Doubled consonants when adding ed, ing and er suffixes, Single consonants when adding ed, ing and er suffixes, Y as an 'I' sound, Ou words making a U sound, 'un' prefix, Dis prefix

Grammar: sentence punctuation, commas in a list, apostrophes, nouns, verbs, adjectives singular and plural, review of term's work

Alan Peat: 3-ED sentence, Emotion sentence, Noun who/which /were

Text Types: Story with a familiar setting, Non chronological report,

Alan Peat: 3-ED, emotion/comma sentence and review De:De for recount topic work

Text Types: Information texts, stories from other cultures (eg Anansi)

Genres covered in topic work: Instructions (recipes) recounts and narratives

Y5 Spelling: ious, cial, ant, ance and ation, ent, able suffixes

Grammar: Word classes, Phrases and clauses, Relative clauses, Adverbs of possibility

Alan Peat: outside/inside and some /others sentences and review De:De sentences

...bills should be taught about changes in Britain from the Stone

...farmers, for example, Skara Brae Bronze Age religion

...s: tribal kingdoms, farming, art and culture

...ents in the past, what would you ask a caveman?

...e Age inventions.

...ain events in history.

...f farming changed Stone Age life.

Y4 Number – Number and place value, • recognise the place value of each digit in a three-digit number (hundreds, tens, ones) • compare and order numbers up to 1000 • read and write numbers up to 1000 in numerals • solve number problems and practical problems involving these ideas, Addition and subtraction • practise solving varied addition and subtraction questions. For mental calculations with two-digit numbers, the answers could exceed 100. • add and subtract numbers mentally, including:— a three-digit number and ones— a three-digit number and tens
Geometry – Properties of shapes • make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them, **Number – Number and place value** • find 10 more or less than a given number **Number – Multiplication and division** • recall and use multiplication and division facts for the 3 multiplication table • solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects, **Fractions** • recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators • add fractions with the same denominator within one whole [for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$] • solve problems that involve all of the above **Measurement (mass)** • measure, compare, add and subtract mass (kg/g)

Y5 Number – Number and place value, • read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit • count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 • round any number up to 1 000 000 to the nearest 10, 100, 1000 **Addition and subtraction** • add and subtract numbers mentally with increasingly large numbers • solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why **Geometry – Properties of shapes** • identify 3-D shapes, including cubes and other cuboids, from 2-D representations **Multiplication and division** • multiply and divide numbers mentally drawing upon known facts • multiply and divide whole numbers by 10, 100 and 1000 **Fractions** • compare and order fractions whose denominators are all multiples of the same number • identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths • develop their understanding of fractions as numbers, measures and operators by finding fractions of numbers and quantities • practise counting forwards and backwards in simple fractions • recognise and describe linear number sequences, including those involving fractions, and find the term-to-term rule • **Geometry – Position and direction** • identify, describe and represent the position of a shape following a translation, using the appropriate language, and know that the shape has not changed



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Science

'Rock Detectives':

Looking at different types of rocks and which rocks would be suitable to build tools and the Stone Age.

Are rocks waterproof?

Do rocks change over time?

What are fossils?

Discuss where we might find different types of fossils.

Computing

- To research Skara Brae using the internet as a research tool.
- E-safety: looking at how to browse the internet safely and securely
- We are Programmers: Programming an animation

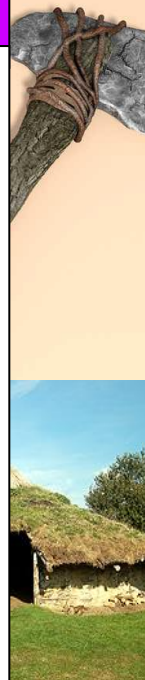
R.E.

- Pilgrimages across religions

Personal Development

Enrichment

Maths: <https://trockstars.com/login>
<http://www.theschoolrun.com/homework-help/the-stone-age>
<http://www.dkfindout.com/#uk/history/stone-age/>
<http://timetravellerkids.co.uk/time-travel/stone-age/>



British Values

Democracy – listen to and respect other people's opinions and values

Spiritual

- Reflect on, consider and celebrate the wonders and mysteries of life as it evolves.

Cultural

- Begin to understand the culture of past civilizations and how life was different.
- French Day

P.S.H.E

Things – Understanding and managing

Social

Work collaboratively.

Moral

- Listen and respond appropriately to the views of others, when working as part of a team.
- Gain the confidence to cope with setbacks and learn from their mistakes, whilst working on a project.