

English

Recounts - 2.5 weeks

Understand the features of recount texts.

Explore diary entries and recounts of Tudor explorers in 1st and 3rd person.

Learn about the voyage of Sir Francis Drake and begin to identify feelings, thoughts and motives for their actions.

Write our own recount about Sir Francis Drake using adjectives and time connectives to develop our writing style.

ICT

Internet Research - children use the internet to gather information on Tudors.

Consider accuracy - checking facts etc.

Use a range of tools and techniques to produce Tudor portraits for display.
Search technology effectively and safely.

Discuss the use of ICT in today's world and compare that to Tudor times.

Art

Draw and paint a portrait of a famous Tudor.

Sketch a Tudor house using a range of different materials.

Design and create a Tudor Knot Garden.

DT

Design, construct and evaluate Tudor houses.



Geography - Maps

Use maps and atlases to explore Tudor exploration.

Find and locate major Tudor towns and cities within England.

Suggest reasons for the location of towns and settlements within the UK.

PE

Gym -

Investigate a range of different ways to travel.

Create a simple sequence with a partner- include a roll, balance and way to travel.

Perform basic actions with control and co-ordination.

Games - Netball

Tudors

Topic Web - 6 weeks
Year 3/4 Kilmar Class
Miss Bowden

History - Tudors

Understand who the Tudors were and where they sit in the English timeline.

Understand what life was like for rich and poor people in Tudor times and compare with today.

Learn about the different types of houses that Tudors lived in depending on their hierarchy.
Use a range of sources (e.g. I pads & books) to explore all aspects of Tudor life.

Investigate the impact of Queen Elizabeth I in Tudor times.

Science (Forces)

To understand what a force is. Understand and describe situation where there is more than one force acting on an object.

Recognise the impact on a push and pull force and investigate these forces in action.

Predict whether two magnets will repel or attract and begin to reason why.

Identify the effect of friction acting on different surfaces.

Maths

Partition and understand the value of 3 digit numbers.

Understand and use a range of methods that can be used to add and subtract.

Name and describe a wide range of 2D and 3D shapes.

Read time to the nearest minute; use am and pm, and 12 hour clock. rotation.

Gather data to answer a question using a tally chart and frequency (totals) table.

Read Roman Numerals from I to XII.

Recall the times tables up to 12x12.