

# Year 4 – I spy with my little eye...

## ENGLISH:

**Fiction** – diary entries and ‘spy’ story

**Non-fiction** – instruction and report writing

### KEY TEXTS

Jack Stallard – The Caper of the Crown Jewels.

Spy Science

How to be a spy in seven days or less

Spyology

## Maths:

Count in multiples of 6, 7, 9, 25 and 1000. Find 1000 more or less than a given number. Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones). Solve number and practical problems that involve all of the above and with increasingly large positive numbers.

## Science:

Electricity: constructing simple circuits, recognising how switches work, identifying some common insulators and conductors.

## Humanities (HISTORY/GEOGRAPHY)

Making detailed plans on a small scale to observe, record and present features in the locality.

Use the eight points of a compass to direct a spy to a target, including main UK cities.

## KEY SKILLS TO BE DEVELOPED:

Asking relevant questions and answering them

Setting up practical enquiries

Making systematic and careful observations

Reporting on findings using a range of resources

## BIG PICTURE/ KEY CONCEPTS/ OUTCOMES

**To solve a problem through enquiry.**



## Celebration of learning

Demonstrating our spy bugs that we will be making and sharing our spy dance.

## WOW factor/ visits/ visitors

Learning all about forensics and how clues can be found in the smallest of things.

## Helping at home/ websites

Research how spying has changed over time

<http://www.topspysecrets.com>

## The Arts (ART/ MUSIC/ DT/ MFL)

**Art** – Investigate illusions in art, including a study of Bridget Riley. Explore colour mixing.

**DT** - Making a spy bug – using design skills to plan, design and make it.

**Music** – Exploring the use of codes in music and developing their own code into a short musical composition.

**MFL** – Beginning to develop French conversational skills using questions and answers.

## PE Indoor Focus

Dance – develop and perform dances using a range of movement patterns for spying (Pink Panther music and Mission impossible)

## PE Outdoor Focus

Invasion games – Hockey. Developing and using our attacking and defending skills in small games.

## COMPUTING

Build simple game programmes and debug them.

## Social, Moral, Spiritual and Cultural (RE/ PSHE)

**PSHE** – New beginnings. We will be thinking about how our actions influence others. We will find out what a risk is and be able to identify physical social and emotional risks.

**RE** – People of God – What is it like to follow God?