### Art & Design: Benin topic links

Children will create shakers and drums from recycled materials and decorating them using various techniques.

Soap sculptures of Benin artefacts.

#### Art and Design: well-being art

The children will complete a 6 week art unit, focusing on well-being and expression through art. This will be led by Mr Woodley.



## P.E: Net and wall games.

Children will learn a series of skills and tactics to support their development in net and wall games (such as tennis, badminton, volleyball etc).

Skills will progressively build up to apply in a game situation.

## Maths

Number: Multiplication and Division

Children will continue to build up their multiplication and division skills — they will particularly focus on efficient multiplication and progressing towards formal written methods.

Measurement: Length and Perimeter

Children will establish measuring principals and recap what perimeter is — they will measure first then progress to calculating perimeter.

Measurement: Area

Children will establish what area is and the unit of measurement required they will begin playing rectilinear shapes then move on to more complicated shapes.

Number: Fractions

## **English**

Non-chronological report - Benin Civilisation

A text to inform based on their exploration of the Benin topic. Children will practise using various devices in their writing of this non-fiction.

Narrative - based on the Silver Sword.

Children will carry out a variety of short burst writing activities to consider linguistic devices to create drama and tension. They will then rewrite a section from the story in their own words

Class Novel: The Silver Sword by Ian Serraillier

A tale of children displaced by the events of WW2.

### History: Should we return the Benin Bronzes?

Our Benin topic will introduce the children to the Edo kingdom. The children will learn about the rulers, common people, customs, religion and constructions made in that part of Africa. We will then explore the theme of colonisation by discussing the end of the Benin Empire and the events that led up to it.

# Year 4 - Should we return the Benin Bronzes?



# Science: Living things and their habitats

Pupils will activate prior learning, clarifying the definition of a 'living thing'. They will explore how living things can be grouped in a variety of ways and use classification keys to sort and identify species in the local environment.

The children will recognise how changes in environment can sometimes post changes to living things.

# Computing: 3D design

The children will use an app called tinker cad to explore shape in 3 dimensions. They will begin by designing simple houses but progress to more complicated structures to allow them to be as creative as possible and to challenge them to recreate a building using the same toolset.

#### **PSHE: Relationships**

The children will learn about the relationship between rights and responsibilities. They will discuss what 'respectful behaviour' is and how we can be respectful in different situations.

We will discuss inclusion and how important it is to show respect to all. The children will make positive choices when discussing what they may do if they were to witness exclusion, disrespect or discrimination.

## Music: Djembe - Kuku

The children will learn a new rhythm from Nigeria called the kuku. They will also recap previous units and rhythms learnt. They will learn the traditional African call and how to respond as group.

# Religious Education: Religious traditions and diversity

The children will discuss the religious traditions celebrated in the local community. They will explore the main beliefs and practices of local faith communities and discuss religious diversity in the local community,



Enrichment, Hooks & Pupil Engagement: Examining African artefacts and introduction to Djembe music.

'The Big Picture' Task: "Should we return to the Benin Bronzes?"

<u>'Stunning Start' & 'Fantastic Finish':</u> Creating a pop-up exhibition to teach the rest of the school about the Benin civilisation.