Year 4 Termly Overview 2017 – 2018 Term 5

Week	Spelling Focus	Writing (incl Grammar)	Maths	PE (x2)	Topic Lesson 1	Topic Lesson 2	Topic Lesson 3	Topic Lesson 4	Topic Lesson 5	Topic Lesson 6	Topic Lesson 7	Topic Lesson 8
1	homophones scence/seen mail/male bawl/ball	River Poetry	Multiplication	Rounders/ Athletics	Buddhism	INSET	INSET	Geography (trip to School on the River)	Geography (trip to School on the River)	P4C (discuss access to water around the world)	Drawing detailed river features (developing observation and sketching techniques)	Drawing detailed river features (developing observation and sketching techniques)
2	Apostrophes for possession, including singular and plural	Pied Piper	Decimals and Division Decimals	Rounders/ Athletics	Buddhism	Geography (roundabout of activities)	Geography (roundabout of activities)	SRE	Draw river scene/landscape of one of the world rivers	Collage of world rivers	Collage of world rivers	Collage of world rivers
3	Endings that sound like /ʒən/ spelt 'sion'	Pied Piper	Perimeter and Area Division	Rounders/ Athletics	Buddhism	e safety content	e safety content	Compass Points, Grid References, Symbols and Keys	Compass Points, Grid References, Symbols and Keys	Water Cycle	Water Cycle	Writing Across The Curriculum (Writing in role as a droplet through W/C)
4	Endings that sound like /ʒən/ spelt 'sion'	Pied Piper	Perimeter and Area	Rounders/ Athletics	Buddhism	Latitude ,Longitude, Tropics and Time Zones	Latitude ,Longitude, Tropics and Time Zones	Writing Across the Curriculum (Buddhism Story)	Science (Investigation)	Science (Investigation	Science (Investigation)	Science (Investigation)
5	Homophones	Farther	Assessment Week	Rounders/ Athletics	Buddhism	Geography (World Rivers project)	Geography (World Rivers project)	Geography (World Rivers using ICT)	Geography (World Rivers using ICT)	Art History (great artists)	Art History (great artists)	Present World River Projects
6	Homophones	Farther	Perimeter and Area	Rounders/ Athletics	Computing (Water Cycle animation)	Computing (Water Cycle animation)	Computing (Water Cycle animation)	Computing (Water Cycle animation)	Computing (Water Cycle animation)	Computing (Water Cycle animation)	Computing (Water Cycle animation)	Computing (Water Cycle animation)