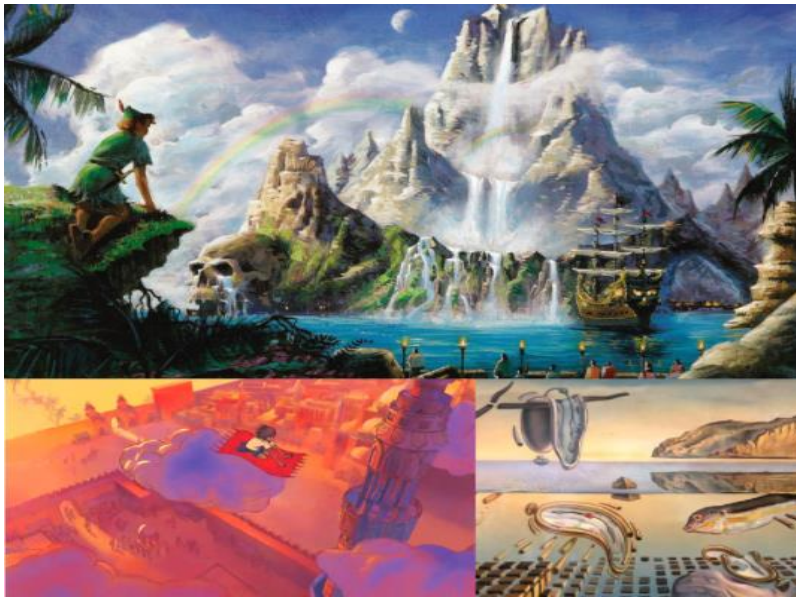


Year 4: Imaginary Worlds



Essential Learning

By the end of this term, you will have learned...

- about surrealist artists and the work of Salvador Dali
- how to produce surrealist artworks using a range of techniques and media
- about different types of electricity, electric appliances and safety
- about how to construct simple electrical circuits (including switches) and creating circuit diagrams
- about common appliances that run on electricity
- how to plan writing by discussing existing narratives and playscripts in order to understand and learn from their structure, vocabulary and grammar
- ways of discussing and recording ideas
- how to draft and write narratives and playscripts, progressively building a varied and rich vocabulary and an increasing range of sentence structures
- how to create fantasy narratives and playscripts, including settings, characters and plot

Hook Day

Drama workshops with actor/director Emily Smith

Block 1 - 3 weeks

Writing Fantasy Narratives inspired by 'The Journey' by Aaron Becker
Investigating electrical appliances
Creating circuits and circuit diagrams
Using switches
Understanding surrealism through the artwork of Salvador Dali
Creating a surrealist portrait, surrealist landscape and surrealist sculpture

Block 2 - 3 weeks

Writing Fantasy Playscripts inspired by the story of Peter Pan.
Investigating conductors and insulators.
Application of learning to build our own circuits for a particular purpose; understand and use electrical systems in simple products.
Creating a surrealist landscape

Year 4: Imaginary Worlds / National Curriculum Links

Science - Electricity	Geography
<ul style="list-style-type: none"> • identify common appliances that run on electricity • construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers • identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery • recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit • recognise some common conductors and insulators, and associate metals with being good conductors 	<ul style="list-style-type: none"> • N/A
Art – Surrealist Art	History
<ul style="list-style-type: none"> • learn about great artists, architects and designers in history. • improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials for example, pencil, charcoal, paint 	<ul style="list-style-type: none"> • N/A
DT	PSHE
<ul style="list-style-type: none"> • understand and use electrical systems in our products. 	<ul style="list-style-type: none"> • About how different friendship groups are formed, how I fit into them and the friends I value the most • How people who take on the roles of leaders or followers in a group, and I know the role I take on in different situations • Some facts about smoking and its effects on health, and also some of the reasons some people start to smoke • Some facts about alcohol and its effects on health, particularly the liver, and also some of the reasons some people drink alcohol • Recognising when people are putting me under pressure and can explain ways to resist this when I want • Knowing oneself well enough to have a clear picture of what you believe is right and wrong
<p style="text-align: center;">Key vocabulary:</p> <p>Science – electrical circuits, battery, bulb, buzzer, motor, break, electrical conductor, electrical insulator, names of types of material eg metal, plastic, electricity, current, appliances, mains, batteries, safety, danger, precautions; Literacy- fantasy, portal, imaginary, protagonist, setting, plot, narrative, stage directions, dialogue, scene.</p>	