

Topic Curriculum Planning

Year Group: 4

Term: Autumn 2

Theme: Ancient Maya

Curriculum Objectives:

History Objectives:

Pupils should be taught about:

- a non-European society that provides contrasts with British history – one study chosen from: early Islamic civilization, including a study of Baghdad c. AD 900; Mayan civilization c. AD 900

The national curriculum for history aims to ensure that all pupils:

- know and understand significant aspects of the history of the wider world: the nature of ancient civilisations; the expansion and dissolution of empires; characteristic features of past non-European societies; achievements and follies of mankind
- gain and deploy a historically grounded understanding of abstract terms such as ‘empire’, ‘civilisation’, ‘parliament’ and ‘peasantry’
- understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically-valid questions and create their own structured accounts, including written narratives and analyses
- understand the methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed
- gain historical perspective by placing their growing knowledge into different contexts, understanding the connections between local, regional, national and international history; between cultural, economic, military, political, religious and social history; and between short- and long-term timescales.

Computing Objectives:

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Art Objectives

- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

DT Objectives

Design

- generate, develop, model and communicate their ideas through discussion and annotated sketches
- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse a range of existing products

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- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Technical Knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

PHSE/SRE Objectives

To recognise and respond appropriately to a wider range of emotions/feelings in others.

To be able to identify sympathy and empathy, name them and model them.

To understand how to manage changes including transition, bereavement and divorce.

R.E. Objectives

To know and understand the Christmas Story.

To be able to identify symbols in the story which represent Christmas.

To be able to explain which Christmas symbols tell Christians something about the Incarnation.

To reflect on how they feel about the Christian belief that God sent Jesus in order to save/help the world.

Music Objectives

Pupils should be taught to:

- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- improvise and compose music for a range of purposes using the inter-related dimensions of music.
- listen with attention to detail and recall sounds with increasing aural memory.
- appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.

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Lesson	Subject/s	Learning Objective	Lesson	Subject/s	Learning Objective
1	History	To explore where and when the remains of the Mayan civilisation were discovered.	12	PHSE	Understand how to manage changes including bereavement and divorce.
2	Computing	To create a scratch computer game based on the Spanish Conquistador's discovering Mesoamerica.	13	Science	Electricity – To understand what electricity is. To identify common appliances which run on electricity.
3	History	To find out how the Ancient Maya civilisation developed over time.	14	Science	Electricity – To create a simple circuit. To recognise if a lamp will or will not light and suggest a reason why.
4	History	To find out about the city states of the Mayans and how society was organised.	15	Science	Electricity – To create a circuit with a switch. To understand how the switch impacts the process of the circuit.
5	History	To find out about Mayan religion and beliefs.	16	Science	Electricity – to understand what conduction and insulation of electricity means. to know what materials make good conductors and insulators.
6	History/ DT	To understand more detailed information about the Mayan pyramids. To design and create a Mayan temple.	17	R.E.	To know and understand some symbols which represent Christmas.
7	History/Art	To find out why the Mayans wore masks and to create a Mayan mask.	18	R.E.	To answer our focus question, "What is the most significant part of the Christmas nativity" and create a Christmas tree decoration.
8	History	To find out about the decline of the Mayan civilisation.	19		
9	SRE	To recognise and respond appropriately to a wider range of emotions/feelings in others.	20		
10	PHSE	Identify sympathy and empathy, name them and model them.	21		
11	PHSE	Understand how to manage changes and new beginnings.	22		