

THE IRON MAN

YEAR 4
AUTUMN 1
2023

PROJECT OVERVIEW

The project begins with the children watching a short narrated animation of a mysterious Iron Man standing on the edge of a cliff before tumbling off. The children will then create giant pictures of different parts of the Iron Man using a grid method, which will be displayed around the class. 'The Iron Man' by Ted Hughes will be the stimulus for many of the writing activities and will lead to the children writing their own Iron Man adventure story. In science the children will learn how to change the brightness of the Iron Man's eyes and using their knowledge of circuits and conductors design and build their own alarm system to protect the farmers from the Iron Man. Farmers from the story will judge the alarm system. In design technology, the children will use their knowledge of levers to make a moving picture of a key scene from the Iron Man story. These pages will be made into a class book.

ENGLISH

The main text this term will be 'The Iron Man' by Ted Hughes. Using this text for inspiration the children will write predictions, write from different viewpoints about dilemmas in the story and describe the Iron Man's menu. When we have finished the story, the children will write their own adventure story featuring The Iron Man as the hero who once again saves the day. During this unit, we will be focusing on simple, compound and complex sentences; expanded noun phrases; pronouns and using speech in a story.

MATHS

In maths we will begin by learning about number and place value; understanding what each digit represents in a 4-digit number and finding 10, 100, 1000 more or less than a given number. We will then develop mental strategies for adding and subtracting. These strategies will be used in the context of money for example giving change. We will focus on recall of the multiplication and division facts for the 12 x 12 multiplication tables and using known facts and place value to multiply and divide multiples of 10 and 100. Finally we will solve multiplication problems using partitioning and recombining strategies.

SCIENCE

In this unit of work children will begin by identifying devices that are powered by electricity and understand the possible dangers of electricity. Children will be challenged to construct a simple circuit with as few components as possible. They will draw their circuits as pictorial representations. They will explore how changing components in a simple circuit affects the brightness of 'The Iron Man's' eyes. They will investigate which materials are conductors and insulators. They will use their knowledge to build their own alarm system to protect the farmers from 'The Iron Man'. Farmers from the story will select the best alarm system.

RE

In RE we will explore the words 'good' and 'evil'. The children will listen to the story of Rama and Sita and identify good and evil characters in the story. They will learn about the way Hindus celebrate Divali, remembering good overcoming evil. This will lead them to discussions about current affairs of our world today and how some good can come out of some bad situations.

ART

In this art unit, the children will create huge monochrome images of different parts of The Iron Man that will help inspire their writing about him. They will explore the different tonal and shading effects that can be created by hatching (drawing closely spaced parallel lines) and cross-hatching (when lines are placed at an angle to one another). They will use these techniques to draw their own images of The Iron Man.

HISTORY / GEOGRAPHY

No history or geography units for this project.

DT

In design technology, the children will first be challenged to make a moving parts model of cat running using levers and pivots. After the children will investigate books that have a range of lever and linkage mechanisms. They look at which parts move and how they are made to move by disassembling examples. They look at where fixed and loose pivots are needed to create different movements. The children try out ideas practising their measuring, marking out, cutting and joining skills before they go on to design and make their own moving picture of a key scene from the Iron Man story. The children will consider the audience and purpose for their product and evaluate against agreed design criteria.

MUSIC

Listen to Me: The Hampshire music service will lead the children in learning how to play samba drum instruments.

FRENCH

The children will be introduced to new vocabulary for items found in a pencil case and use these to say 'I have...' sentences. This will also reinforce the concept of gender of nouns. This will be developed to include asking questions starting with 'tu as...' and making a statement with 'voici.' Reading and writing skills will be practised for pencil case words. Throughout the unit they will participate in rhymes and songs to enhance their knowledge and understanding.

COMPUTING

The children will revisit the computer network focusing on the basics of file management. This will give them the skills to open a file and save it in a new location, create a folder for documents, save using an appropriate file name and print a piece of work. The children will use Crumble to write a programme to control the colours of The Iron Man's eyes.

PE

In PE the children will develop their skills in Tag Rugby by sending, receiving and travelling. They will be able to pass and receive a ball, with increased control and consistency and understand more about using space in games and how to keep possession. They will refine skills of using hands and feet in gym by performing a fluent floor sequence with a partner and work effectively as part of a group.

PSHE

The children will learn about positive relationships including online. Learn about keeping safe online. Understand the importance of not sharing personal information online and reporting something unsafe to an adult they trust. How to respond to hurtful behaviour and managing confidentiality.