Riverside Primary Academy
Curriculum Topic Web

Year: 4	Novel: House of Robots	Project Work / Home – School links:
Topic 6	Educational Visit:	Design a robot or an app for the future

English:
Creating a story set in a sci-fi world.
- Setting
- Characters
- Dilemmas

Topic Writing – Non chronological Report. Diary entry from a robot's point of view.

Poetry: relating to Technology / robots

History:
The development of technology overtime and the impact on work / life etc.
Cars computers, cameras, telephones, toys etc.
Track one particular item overtime to see how it has evolved.
How have inventions become more useful?
What might be useful in the future?

Geography:
Link with creative story setting for English and scenes and technical drawing for Art. Creating a different Sci-fi world to be used within story writing.
Create a detailed map of Sci-fi setting including futuristic landmarks, plotting character journeys and space aged transport.
Population trends – will the development of technology have impact on population and employment.

Subjects Taught Discretely:
Maths
PE – Swimming / Rounders
MFL – Spanish
RE - Hinduism 4 (temple visit)
Pilgrimages. How do followers of this Religion worship?
Mandir: its function and features and importance to the Hindu community.
Worship activities and puja

Computing:
Online Safety

Rise Of The Robots

PSHE / SMSC:
Debate and Opinions
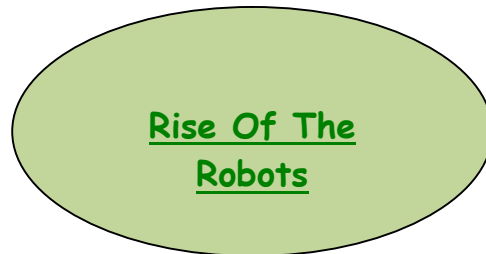Debate about technology and how it is used today or how it might be used in the future. Is all technology good? What are the benefits? What are the disadvantages?
How have advances in technology / social media impacted upon the ability to discriminate or cause upset to others?
What support groups are there online to help victims of discrimination?

Outdoor Learning:
Outdoor learning opportunities will be utilised if appropriate to the learning. Also see collapsed week planning.

Forest School:
Debate GM crops and use of technology within farming and woodlands and forests.
Outdoor scrabble

Science / Eco:
Electricity
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.

CHECK PRIOR LEARNING

Art / DT:
Perspective and technical drawings linking to story setting. Experiment with isometric papers.
Meccano – designing and building based upon movement and mechanics. Gears, pulleys, cams, leavers and linkages.

Electrical systems understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]

Music:
Charanga
Music for KS2 production.

Note: this topic web is an over view of teaching possibilities – class teachers are expected to develop creativity within the topic.