



Summer 1 Curriculum Overview 2026

Butterflies' class

Maths

In Maths, children will be exploring decimals, money and telling the time. This includes telling the time accurately using an analogue clock and understanding both 12-hour and 24-hour digital time.

Science

In Science, we will begin our unit on *Light*, learning that light is needed to see and that darkness is the absence of light. Children will explore reflection, shadows and how to keep their eyes safe in sunlight.

PSHE

In PSHE, our focus is *Relationships*. Children will learn about friendships and family relationships, staying safe online, and how to resolve conflicts.

Humanities

In Humanities, our topic is *Sunshine State (Florida, USA)*, exploring the question: *What is it really like?* Children will study the physical and human geography of this region, including tourism and the impact of the 'Magic Kingdom' theme park.

Art, design and technology

In Art, children will work in 3D, creating sculptures inspired by characters from film and literature. They will explore artists' sketchbooks, develop their own ideas, and create a final sculptural piece.

English

In English, we will begin with a *Rainforest Guide*, focusing on formal and informal writing. We will then study Grimm's fairy tales, particularly *Tom Thumb* which we will use to write alternative endings. Children will revisit sentence structure, including multi-clause sentences; they will develop their use of past tense (Year 4 will also use present perfect) ;and use speech marks and apostrophes accurately.

RE

In RE, we will explore the question: *What kind of world did Jesus want?* Children will learn about teachings from the Gospels, focusing on kindness, forgiveness and fairness, and how these ideas influence people today.

PE

In PE, children will develop their skills in invasion games.

Computing

In Computing, we will use the Scratch program to create simple games, learning to use variables, sensors and 'if' statements to control game actions. Children will test and improve their programs.

Languages

In Spanish, children will learn the days of the week and months of the year. They will practise saying the date, counting to 31, and will also learn about Mexican birthday traditions.

Music

In Music, children will explore how music can tell a story through changes in pitch, tempo and dynamics. They will listen carefully and use these elements creatively to represent ideas such as the journey of a river.

Summer1 Homework 2026

Butterflies' class

Daily

Please read your book each day – even if it is just a few pages. This is the most important activity you can do!

- Bug Club books need to be read at least twice for fluency.
- If you are on Accelerated reader, you can quiz on this website either at home or when you come to school the next morning:

<https://global-zone61.renaissancego.com/welcomeportal/2236638>

Or scan the QR code.



Each week

- Practice your weekly spelling list ready for a spelling check each Friday

- Times tables rockstars (this is particularly important for our year 4s who will be taking the government times tables check in June). We will have a weekly times-tables check each Monday.

Year 4's may wish to practice multiplication tables speed on the following web-links:

<https://urbrainy.com/mtc/test>

<https://www.timestables.co.uk/multiplication-tables-check/>

<https://mathsframe.co.uk/en/resources/resource/477/Multiplication-Tables-Check>



This half term

Science Investigation

This half term we are learning about light. Find a torch and investigate the following questions:

1. How can you make a shadow?
2. Do all objects create a shadow? Sort the objects into these categories or groups: opaque, transparent, translucent (ask an adult to help you check the meaning in a dictionary)
3. What happens to the shadow if you move further back or closer to the object? Record your results on a table like this. You could also show your results on a bar chart.

Results

Distance from torch (cm)	Size of shadow (cm)
100	
90	
80	
70	
60	
50	
40	
30	
20	
10	