



Metaverse

Year 4 | Summer 1

CURRICULUM SPOTLIGHT: D&T | Science | Computing

ENQUIRY

What will the future look like?

OUTCOMES

The children will invent a game for the future that will promote a balance for online and offline play

VOCABULARY

Metaverse, cyber space, technology, online, offline, social media, fake news, misinformation, username, in-game purchase, application, esports, gaming, programming, algorithm, code, python, binary, console

KEY TEXTS

Ant Clancy: Games Detective
Level Up
The Dog who saved the World
Why are there different computer languages?

BACKGROUND KNOWLEDGE

<https://literacytrust.org.uk/blog/literacy-by-stealth-how-video-games-can-make-a-difference/Electricity>
<https://www.childnet.com/resources/fun-and-games/>
<https://www.youtube.com/watch?v=V6VsxcVpBVY>

RESOURCES

Laptops, iPads, project book, coloured pens, paper, card, board games, old computer, gaming consoles

CORE CURRICULUM LEARNING OUTCOMES

English	Mathematics	Physical Education	D&T
<p>Spelling</p> <ul style="list-style-type: none"> - Phonemes: ee, ie, er, k, l <p>Grammar</p> <ul style="list-style-type: none"> - Use the present perfect form of verbs in contrast to the past tense 	<p>Fractions</p> <ul style="list-style-type: none"> - Fractions review – finding fractions of amounts - Improper fractions and mixed numbers - Multiplying fractions by whole numbers 	<p>Physical</p> <ul style="list-style-type: none"> - Agility- reaction and response - Static balance- floor work - Tennis 	<p>Design</p> <ul style="list-style-type: none"> - To research and develop a design criteria to inform the design of innovative, functional appealing products that are fit for purpose, aimed at particular individuals or groups.
PSHCE and PRE	Spanish	Art	
<p>PSHCE</p> <ul style="list-style-type: none"> - Managing safety and risks <p>PRE</p> <ul style="list-style-type: none"> - Buddhism – the Noble Eightfold Path 	<p>School</p> <p>The classroom</p>	<p>Digital</p> <ul style="list-style-type: none"> ▪ Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose ▪ Begin to use digital media to record and evaluate a creative learning journey 	
Computing	Science		
<p>Coding</p> <ul style="list-style-type: none"> - Pupils will engage with coding via the WeeBee software - Become adept at debugging algorithms they are developing - Make predictions based on algorithms and explain their logical thinking. 	<p>Electricity</p> <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 - 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 		