

ALMUÑÉCAR INTERNATIONAL SCHOOL



Year 4

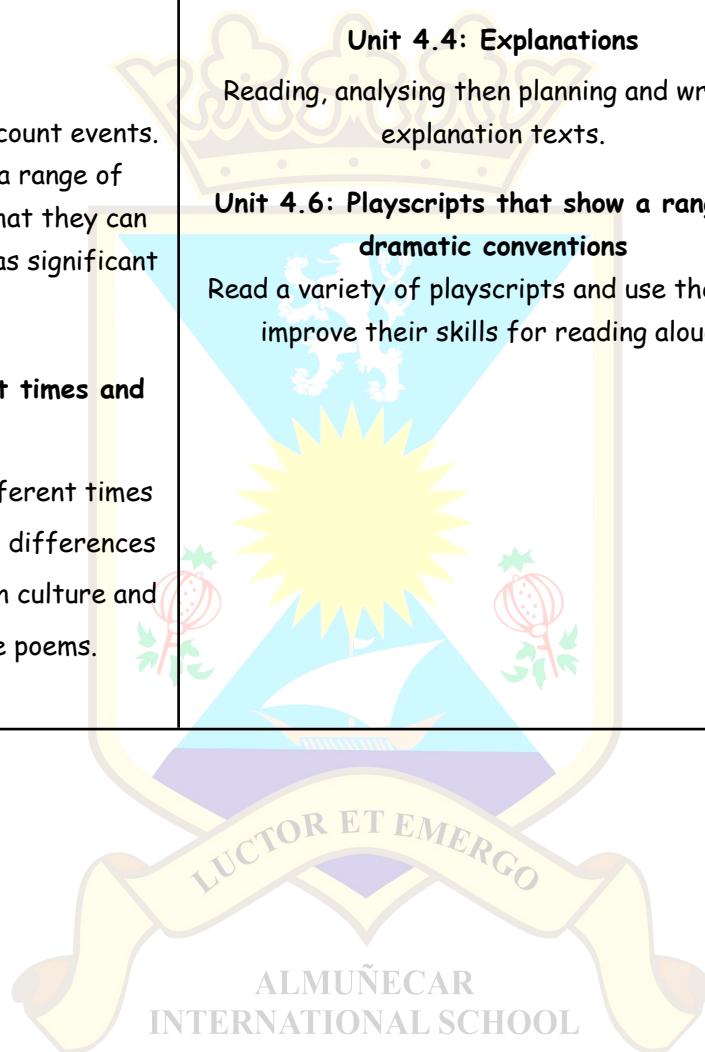
Curriculum

2024-25

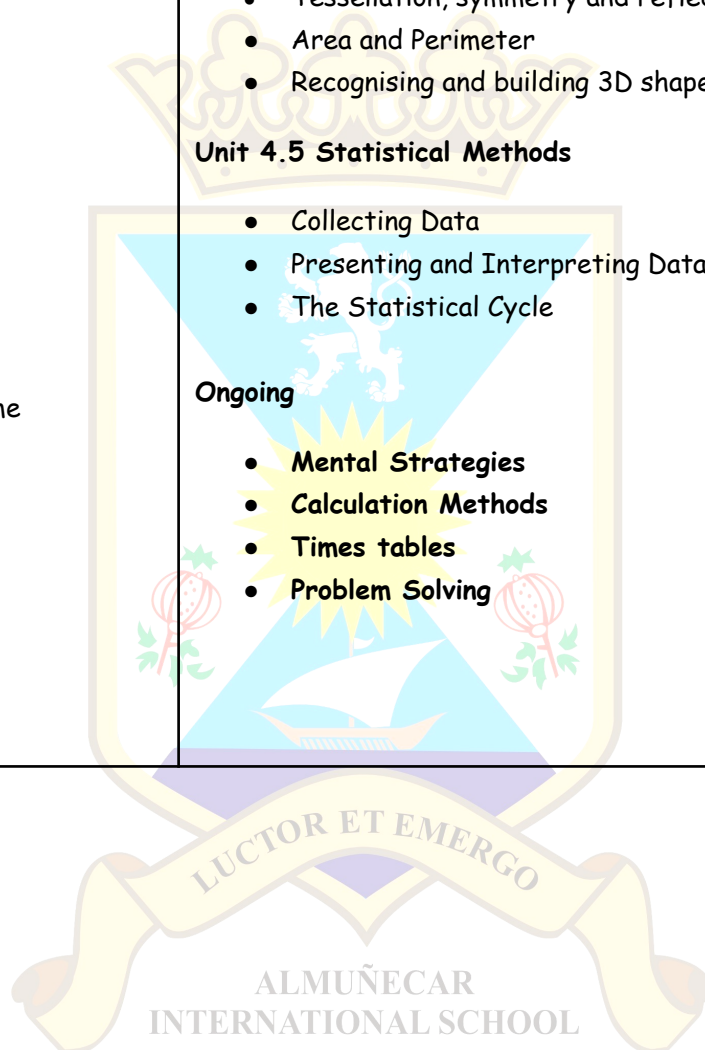
Key Stage 2 - Long Term Plan 2024-25 Year 4 - Miss Drummond

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<u>Cross Curricular topic ></u>	Romans Around the World		Merlin Savage Settlers		Around the world pt.2 Musical Express	
<u>Core Texts</u>	 		 		 	
English Language E2L (Cambridge Curriculum)	<div>On-going work in Grammar & Punctuation</div> <div>On-going work in Phonics and Spelling</div> <div>Ongoing work in developing vocabulary</div> <div>Ongoing work in handwriting</div> <div>Ongoing work in reading</div> <div>Ongoing work in speaking and listening</div>					

<p>English</p> <p>(Cambridge Curriculum 2021)</p>	<p>Unit 4.1: Historical fiction</p> <p>Reading, analysing then planning and writing historical fiction.</p> <p>Unit 4.2: Recounts</p> <p>Explore non-fiction texts that recount events. Learners will read and discuss a range of recount texts, and understand that they can be about everyday things as well as significant events.</p> <p>Unit 4.3: Poems from different times and cultures</p> <p>Read and discuss poems from different times and cultures, and comment on the differences and similarities between their own culture and the cultures described in the poems.</p>	<p>Unit 4.5: Fantasy stories</p> <p>Reading, analysing then planning and writing fantasy stories.</p> <p>Unit 4.4: Explanations</p> <p>Reading, analysing then planning and writing explanation texts.</p> <p>Unit 4.6: Playscripts that show a range of dramatic conventions</p> <p>Read a variety of playscripts and use these to improve their skills for reading aloud.</p>	<p>Unit 4.8: Stories about problems and issues</p> <p>Reading, analysing then planning and writing stories that address problems and issues.</p> <p>Unit 4.9: Persuasive Texts</p> <p>Reading, analysing then planning and writing persuasive texts.</p> <p>Unit 4.7: A range of poetry, including free verse, on a common theme.</p> <p>Read and discuss poems that share a common theme. Learners will express their ideas about the type of poetry they like, stating what appeals to them in particular poems with regard to language, features and the images the poem creates.</p>
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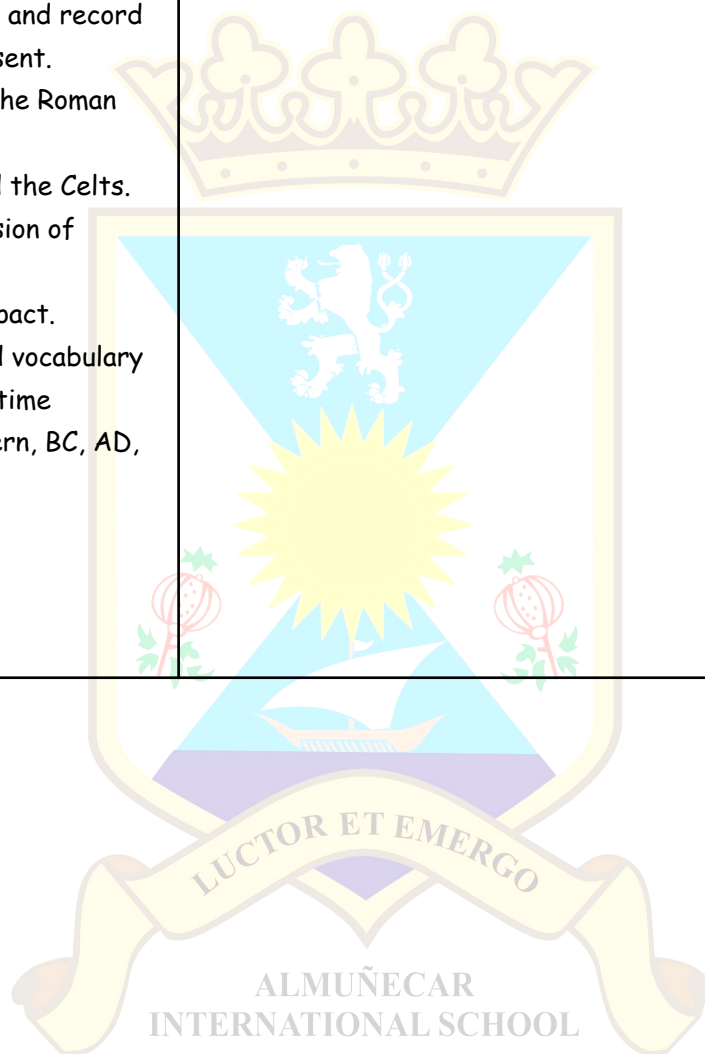


<p>Maths (Cambridge Curriculum 2021)</p>	<p>Unit 4.1 Number</p> <ul style="list-style-type: none"> • Introducing negative numbers • Patterns and Sequences • Place Value and Rounding • Factors and Multiples <p>Unit 4.4 Calculation</p> <ul style="list-style-type: none"> • Addition and Subtraction • Multiplication and Division <p>Unit 4.2 Time</p> <ul style="list-style-type: none"> • Reading and Recording Time • Time Problems <p>Ongoing</p> <ul style="list-style-type: none"> • Mental Strategies • Calculation Methods • Times tables • Problem Solving 	<p>Unit 4.3 2D and 3D Shape</p> <ul style="list-style-type: none"> • Tessellation, symmetry and reflection • Area and Perimeter • Recognising and building 3D shapes <p>Unit 4.5 Statistical Methods</p> <ul style="list-style-type: none"> • Collecting Data • Presenting and Interpreting Data • The Statistical Cycle <p>Ongoing</p> <ul style="list-style-type: none"> • Mental Strategies • Calculation Methods • Times tables • Problem Solving 	<p>Unit 4.6 Fractions and Percentages</p> <ul style="list-style-type: none"> • Understanding Fractions • Calculating with Fractions • Percentages and Equivalence <p>Unit 4.7 Angles, Position and Direction</p> <ul style="list-style-type: none"> • Angles • Position and Direction <p>Unit 4.8 Probability</p> <ul style="list-style-type: none"> • Describing Chance • Conducting Experiments <p>Ongoing</p> <ul style="list-style-type: none"> • Mental Strategies • Calculation Methods • Times tables • Problem Solving
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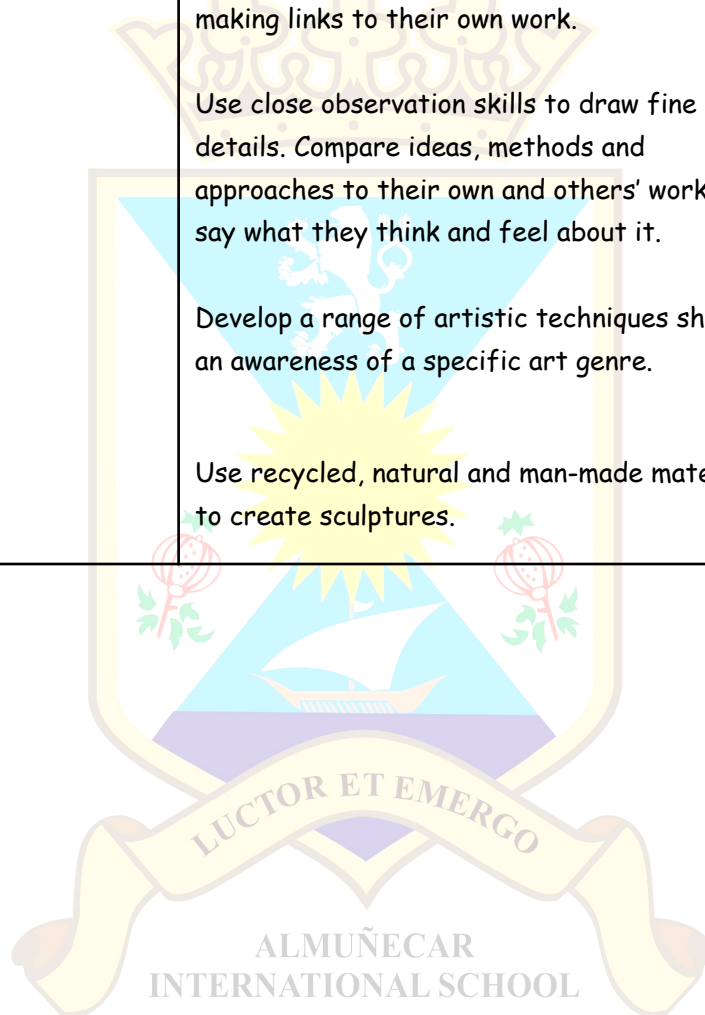
<p>Science (Cambridge Curriculum 2021)</p>	<p>4.1 Animal Skeletons including humans.</p> <p>Know that humans (and some animals) have bony skeletons inside their bodies.</p> <p>Know how skeletons grow as humans grow, support and protect the body.</p> <p>Know that animals with skeletons have muscles attached to the bones.</p> <p>Know how a muscle has to contract (shorten) to make a bone move and muscles act in pairs.</p>	<p>4.2 On Earth and Beyond</p> <p>Identify and describe Earth's structure and describe the common features of volcanoes and how the movement of the Earth's crust causes earthquakes.</p> <p>Investigate how the spinning of the Earth on its axis causes night and day, the apparent movement of the Sun across the sky and the changes in shadows.</p> <p>Know about the position of the Sun at the centre of the Solar System and the names of the planets and other objects which are found in space (e.g. comets, asteroids).</p>	<p>4.3 Materials: properties and changes</p> <p>Know that matter can be solid, liquid or gas.</p> <p>Explore granular solids which can be difficult to classify because, in some ways, they behave like a liquid.</p> <p>Investigate how materials change when they are heated and cooled.</p> <p>Know that melting is when a solid turns into a liquid and is the reverse of freezing.</p> <p>Observe how water turns into steam when it is heated but on cooling the steam turns back into water.</p>	<p>4.5 Life processes and Ecosystems</p> <p>Identify that different animals and plants are found in different habitats and that the animals and plants are suited to the conditions found there.</p> <p>Use simple identification keys.</p> <p>Develop their use of the words predator, prey, herbivore, carnivore and omnivore.</p> <p>Research the diet of different animals and use their findings to construct food chains.</p> <p>Recognise ways that human activity affects the environment e.g. river pollution, recycling waste.</p>	<p>4.6 Electricity</p> <p>Construct complete circuits using switch, cell (battery), wire and lamps.</p> <p>Explore how an electrical device will not work if there is a break in the circuit.</p> <p>Know that electrical current flows and that models can describe this flow, e.g. particles travelling around a circuit.</p>	<p>4.4 Energy and Light</p> <p>Research what energy is and where it is found.</p> <p>Know that energy cannot be made, lost, used up or destroyed but it can be transferred.</p> <p>Investigate how light travels in straight lines and reflects from surfaces.</p> <p>Investigate how we can see non-luminous objects.</p>
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<p>History</p> <p>National Curriculum (NC)</p>	<ul style="list-style-type: none"> • Creating a timeline of the Roman period. • Conduct research to answer historical questions: select, organise and record source information to present. • Explaining the growth of the Roman Empire. • Comparing the Romans and the Celts. • Explaining the Roman invasion of Britain. • Explaining the Romans' impact. • Know how to use dates and vocabulary relating to the passing of time including ancient and modern, BC, AD, century and decade. 		<ul style="list-style-type: none"> • Study source materials in depth, making more sophisticated observations. • Organise periods of time, noting how historical periods can be classified, remembering key facts and dates. • Conduct research to answer historical questions: select, organise and record source information to present. • Discuss the positive or negative impact that a person or event had on life in Britain. • Explore significant lives of individuals who have contributed to international achievements.
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<p>Geography (NC)</p>	<ul style="list-style-type: none"> • To locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities. • Discuss the positive and negative impact of human activity on the environment. 	<ul style="list-style-type: none"> • Name and locate the countries of Europe, North and South America, Asia and Africa. • Locate topographical features of Britain, such as rivers, hills, mountains or coasts, describing the impact on the physical and human geography of these places. • Appreciate the geographical similarities and differences between different places and how the physical and human geography of places affect how people live. • Describe how the physical geography of a place has impacted on or changed the physical and/or human features over time. • Explain the impact of climate zones, biomes and vegetation belts on the physical environment. 	
<p>D&T (NC)</p>	<p>Roman weapon and shield</p> <p>Use a variety of materials (e.g. cardboard, paper, scissors, glue and paint) to create a replica weapon and shield.</p>	<p>Make a fort or castle</p> <p>Develop joining techniques such as using glue guns, struts and running stitches to strengthen, stiffen and reinforce structures of increasing complexity.</p> <p>Measure, weigh and combine a range of ingredients to cook specific dishes.</p>	<p>Make a viking longship</p> <p>Use a variety of materials (e.g. cardboard, paper, scissors, glue and paint) to make a viking longship.</p>

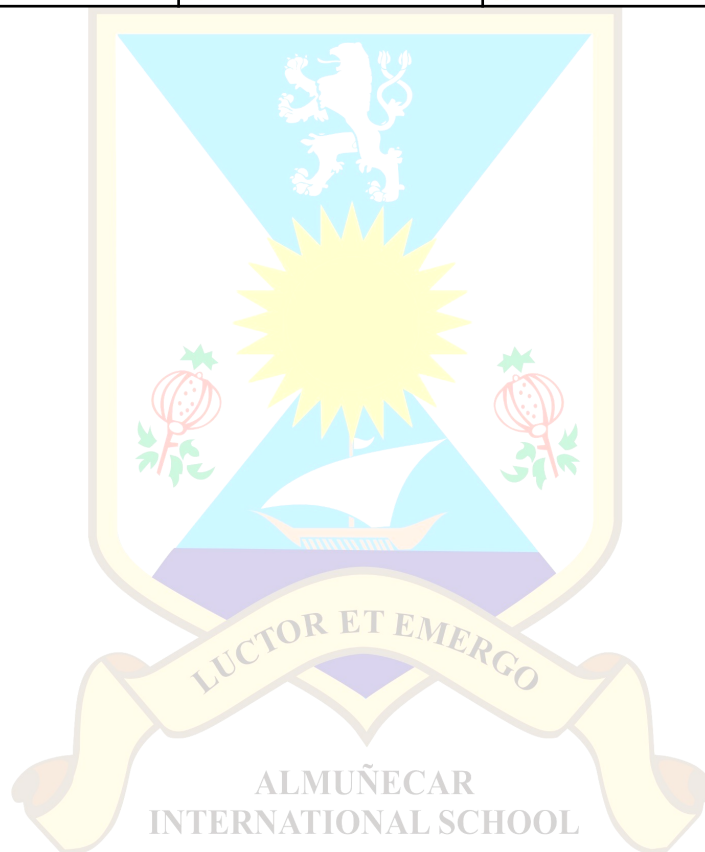
<p>Art (NC)</p>	<p>Roman Mosaics</p> <p>Use a variety of techniques (e.g. printing, dyeing, weaving and stitching) to create different textual effects.</p>	<p>Create magical artwork</p> <p>Explore the work of artists, craftspeople and designers from different times and cultures, making links to their own work.</p> <p>Use close observation skills to draw fine details. Compare ideas, methods and approaches to their own and others' work and say what they think and feel about it.</p> <p>Develop a range of artistic techniques showing an awareness of a specific art genre.</p> <p>Use recycled, natural and man-made materials to create sculptures.</p>	<p>The Green Ship artwork</p> <p>Paint The Green Ship and characters mural in groups for display</p>
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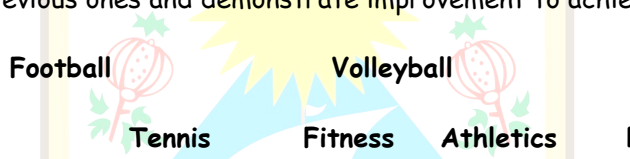
Music (NC)	<p>Beat/Rhythm Prepare, present and practice:</p> <ul style="list-style-type: none"> • beat • quarter note • eighth notes • ligature • half note • accent • syncopated rhythm • time signature - 3/4 • dotted half note • quarter note rest <p>Melody Number Concentration (dms) No Robbers (ms) Plainsies Clapsies (ms l) Whoopee Cushion (dmsd') Rocky Mountain (drm sl) Turkey Lurkey (dms) Pass a Beanbag (dms) Bells in the Steeple (dms) Seven Up (drm) Closet Key (drm) Trampin' (drm)</p> <p>Expression</p>	<p>Beat/Rhythm Prepare, present and practice:</p> <ul style="list-style-type: none"> • beat • quarter note • eighth notes • ligature • half note • accent • syncopated rhythm • time signature - 3/4 • dotted half note • quarter note rest • sixteenth notes <p>Melody Old Brass Wagon (s,l, drm) Long Legged Sailor (drm) Shake them 'Simmons (s,l, drm) King's Land (drm sl)</p> <p>Expression</p> <ul style="list-style-type: none"> • dynamics • expressive singing <p>Remember Flanders Children Together Christmas Carols</p> <p>Instruments</p> <ul style="list-style-type: none"> • Orff 	<p>Beat/Rhythm Prepare, present and practice:</p> <ul style="list-style-type: none"> • beat • quarter note • eighth notes • ligature • half note • accent • syncopated rhythm • time signature - 3/4 • dotted half note • quarter note rest • sixteenth notes <p>Melody In the Land of Oz (ltd) Double Double (drm sl) Tideo (drm sl) New Shoes (drm sl) Shiny Penny (drm sl) Coy Malindo (drm sl)</p> <p>Expression</p> <ul style="list-style-type: none"> • Pirate Song (expression) • Got a Hat Hat (tempo review) • Sakura (legato, create movement) 	<p>Beat/Rhythm Prepare, present and practice:</p> <ul style="list-style-type: none"> • beat • quarter note • eighth notes • ligature • half note • accent • syncopated rhythm • time signature - 3/4 • dotted half note • quarter note rest • sixteenth notes <p>Melody Old Blue (drm s) Rabbits (drm) Find the Basket (drm sl) Swedish March (d msd') Inuit Lullaby (s,l, dr)</p> <p>Expression</p> <p>Expressive singing:</p> <ul style="list-style-type: none"> • Old Blue (tempo/ dynamics) • When You Dream • Wind • Find the Basket (dynamics) 	<p>Beat/Rhythm Prepare, present and practice:</p> <ul style="list-style-type: none"> • beat • quarter note • eighth notes • ligature • half note • accent • syncopated rhythm • time signature - 3/4 • dotted half note • quarter note rest • sixteenth notes • ligature <p>Melody Someone's Tapping (drm sl)</p> <p>Expression</p> <ul style="list-style-type: none"> • Someone's Tapping - vocal timbre, assess solo • Review <p>Instruments</p> <ul style="list-style-type: none"> • Orff • Unpitched Someone's Tapping 	<p>Beat/Rhythm Prepare, present and practice:</p> <ul style="list-style-type: none"> • beat • quarter note • eighth notes • ligature • half note • accent • syncopated rhythm • time signature - 3/4 • dotted half note • quarter note rest • sixteenth notes • ligature <p>Melody Someone's Tapping (drm sl)</p> <p>Expression</p> <ul style="list-style-type: none"> • Someone's Tapping - vocal timbre, assess solo • Review <p>Instruments</p> <ul style="list-style-type: none"> • Orff • Unpitched <p>Listening/Form/Culture</p>
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<ul style="list-style-type: none"> • <i>Glad I'm Back</i> (ABA) • <i>Missus Tong</i> (loud-soft, fast-slow, high-low) • <i>Seasons</i> (expression, effect of choices) • <i>Third Base Coach's Dance</i> (tempo) • <i>Closet Key</i> - (dynamics) <p>Instruments</p> <ul style="list-style-type: none"> • Orff • Unpitched <p>Listening/Form/Culture</p> <ul style="list-style-type: none"> • cup game for rondo form • <i>I'm Glad I'm Back</i> (ABA) • <i>Indian Summer</i> • <i>Ceremonial Dance</i> <p>Create/Movement</p> <ul style="list-style-type: none"> • <i>Shake the Papaya</i> - create rondo • <i>Plainsies</i>, create movement 	<ul style="list-style-type: none"> • Unpitched <p>Listening/Form/Culture</p> <ul style="list-style-type: none"> • <i>Nothing But</i> (Spiritual) • <i>Bonhomme</i> (French) • <i>Caribbean</i> • <i>Nochebuena</i>, Spanish <p>Create/Movement</p> <ul style="list-style-type: none"> • <i>Old Brass Wagon</i>, movement • <i>Long Legged</i>, create movement • <i>Washboard</i>, create rondo • <i>Shake 'Simmons</i>, create movement <p>Themes</p> <ul style="list-style-type: none"> • Peace • Dancing Fun! • Holiday Fun 	<ul style="list-style-type: none"> • Donkey Riding (staccato, legato, accent) • <i>Coy Malindo</i> (expression - dynamics) <p>Instruments</p> <ul style="list-style-type: none"> • Orff • Unpitched <p><i>Shiny Penny</i></p> <p>Listening/Form/Culture</p> <ul style="list-style-type: none"> • <i>January First</i> (Japan) • <i>Koto</i> (Japan) • <i>Sakura</i> (Japan) • <i>Strauss</i> • <i>Ton moulin</i> (French) • <i>E Papa</i> (Maori) <p>Create/Movement</p> <ul style="list-style-type: none"> • <i>Love Somebody</i> - create B section • <i>Eating is Fun</i> - create words <p>Themes</p> <ul style="list-style-type: none"> • Japan • Loggers and Love 	<p>Instruments</p> <ul style="list-style-type: none"> • Orff • Unpitched <p><i>Be-Believe in You</i></p> <p><i>Find the Basket</i></p> <p><i>Inuit Lullaby</i></p> <p>Listening/Form/Culture</p> <ul style="list-style-type: none"> • <i>Irish Reel</i> • <i>theme and variations</i> • <i>Waltzing (Australian)</i> • <i>Didgeridoo (Australian)</i> • <i>Mexico</i> • <i>Inuit</i> • <i>TingaLayo</i> <p>Create/Movement</p> <ul style="list-style-type: none"> • <i>Be-Believe in You</i>, create effects • <i>Irish Reel</i>, create movement <p>Themes</p> <ul style="list-style-type: none"> • Irish Fun • Earth Day • Indigenous 	<p>Listening/Form/Culture</p> <ul style="list-style-type: none"> • <i>Kaaniiskina</i>, (Indigenous) • <i>El Burrito</i> (Spanish) • <i>La Pulga</i> (Spanish) • <i>The Provinces</i> (Spanish) • <i>La Pulga</i> (Spanish) • <i>The Provinces</i> (Canada) <p>Create/Movement</p> <ul style="list-style-type: none"> • <i>Tinga Layo</i> - rondo, create with u/p <p>Themes</p> <ul style="list-style-type: none"> • Sing in Spanish 	<ul style="list-style-type: none"> • <i>Kaaniiskina</i>, (Indigenous) • <i>El Burrito</i> (Spanish) • <i>La Pulga</i> (Spanish) • <i>The Provinces</i> (Canada) <p>Create/Movement</p> <ul style="list-style-type: none"> • <i>Tinga Layo</i> - rondo, create with u/p <p>Themes</p> <ul style="list-style-type: none"> • Summer Fun
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	<ul style="list-style-type: none"> • <i>Something</i>, create effects with u/p <p>Themes</p> <ul style="list-style-type: none"> • Back to School • Let's Sing! • Give Thanks • Spooky Sounds 					
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<p>Computing (NC)</p> <p>Switched On Computing Scheme - published by Rising Stars and following EDUU Scheme.</p> <p>The order of delivery may change during the year.</p>	<p>We Are Software Developers (Merlin) Developing a simple educational game</p> <p>In this unit, pupils will learn to:</p> <ul style="list-style-type: none"> • develop an educational computer game using selection and repetition • understand and use variables • start to debug computer programs • recognise the importance of user interface design, including consideration of input and output. <p>Resources : Scratch, Google Workspace - Classroom, Slides, Mindmapping</p>	<p>We Are Artists (Savage Settlers) Fusing geometry and art</p> <p>In this unit, pupils will learn to:</p> <ul style="list-style-type: none"> • develop an appreciation of the links between geometry and art • become familiar with the tools and techniques of a vector graphics package • develop an understanding of turtle graphics • experiment with the tools available, refining and developing their work as they apply their own criteria to evaluate it, and receive feedback from their peers • develop some awareness of computer-generated art. <p>Resources : Scratch, Art software, Google Workspace - Classroom, Slides, Draw</p>	<p>We Are Presenters (What Did The Romans Do For Us ?) Videoing a presentation against a green screen</p> <p>In this unit, pupils will learn to:</p> <ul style="list-style-type: none"> • develop their web-based research skills • structure, prepare and deliver a talk about a given topic or subtopic studied in another curriculum area • record a piece to camera • edit a movie using static images and green screen footage • give constructive, critical feedback on recorded presentations. <p>Resources : Adobe Creative Express, Camera / Tablet, microphone, Google Workspace - Classroom, Slides</p>	<p>We Are Musicians (Musical Express) Creating a piece of music</p> <p>In this unit, pupils will learn to:</p> <ul style="list-style-type: none"> • create a repeating percussion rhythm • play music using virtual instruments • compose or edit tunes using the piano roll (pitch and duration) tool • perform electronic music using pre-recorded loops, and create their own loops • create a multi-track composition or performance using multiple instruments • give feedback to others on their compositions and performances. <p>Resources: Google Workspace - Classroom, Docs Music site (Garageband / Bandlab), headphones</p>	<p>We Are Meteorologists (Around The World) Presenting the weather</p> <p>In this unit, pupils will learn to:</p> <ul style="list-style-type: none"> • understand different measurement techniques for weather - both analogue and digital • use computer-based data logging to automate the recording of some weather data • use spreadsheets to create charts • analyse data, explore inconsistencies in data and make predictions • practise using presentation and video software. <p>Resources</p>	<p>We Are Makers (Mountain High River Low) Coding for Microbit</p> <p>In this unit, pupils will learn:</p> <ul style="list-style-type: none"> • about the input - process - output model of computation • about the inputs and outputs available on a BBC micro:bit • to program using the MakeCode block-based environment • to test and debug programs they write, using an on-screen simulator and the micro:bit • how to convert and transfer a program written on screen to the micro:bit. <p>Resources: Google Workspace - Classroom, Docs</p> <p>Microbit</p>
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					Equipment for measuring weather, Google Workspace - Classroom, Sheets, Slides	
PE (NC)	<p>Throughout Year 4 children are taught to:</p> <ul style="list-style-type: none"> * use running, jumping, throwing and catching in isolation and in combination * play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending * develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics] * perform dances using a range of movement patterns * take part in outdoor and adventurous activity challenges both individually and within a team * compare their performances with previous ones and demonstrate improvement to achieve their personal best. <p style="text-align: center;">  </p>					
PSHE (SEAL)	Readiness	Respect	Responsibilities	Resilience	Relationships	
<p>Throughout the year:</p> <p>Bullying</p> <p>Cultural differences</p> <p>School rules</p>	<input type="checkbox"/> Health <input type="checkbox"/> Being prepared <input type="checkbox"/> Responsiveness <input type="checkbox"/> Just Say YES	<input type="checkbox"/> Respecting others <input type="checkbox"/> Children's rights <input type="checkbox"/> British Values <input type="checkbox"/> Role Models <input type="checkbox"/> Self Awareness <input type="checkbox"/> Good Manners	<input type="checkbox"/> Responsible citizen <input type="checkbox"/> Helping others <input type="checkbox"/> E-safety <input type="checkbox"/> Personal Safety <input type="checkbox"/> Attitude	<input type="checkbox"/> Reflectiveness <input type="checkbox"/> Motivation <input type="checkbox"/> Risk taking <input type="checkbox"/> Critical thinking	<input type="checkbox"/> Feelings <input type="checkbox"/> Growing up <input type="checkbox"/> Friends and Family <input type="checkbox"/> Cooperation <input type="checkbox"/> Teamwork	

<p>Spanish Lengua</p>	<p>1) El universo. 2) El agua. 3) ¿Playa o montaña? 4) Rocas sorprendentes.</p>	<p>COMPETENCIA LECTORA: El peso de la Tierra. Las lágrimas de Justino. El secreto de la serenidad. El cultivo del oro.</p> <p>VOCABULARIO: Palabras sinónimas. Palabras antónimas. Palabras polisémicas. Refranes.</p> <p>GRAMÁTICA: Lenguaje y lenguas. La oración. Sujeto y predicado. Sonidos y letras. La sílaba. Clases de sílabas.</p> <p>ORTOGRAFÍA: El sonido K. El sonido Z. El sonido G suave. División de palabras.</p> <p>LITERATURA:</p>	<p>5) Días de lluvia. 6) La hora de comer. 7) Nuestro vecindario. 8) Mis plantas.</p>	<p>COMPETENCIA LECTORA: Sobre lluvias y sapos.. Gallina para tres. La pequeña orquesta. El tesoro del huerto.</p> <p>VOCABULARIO: Palabras derivadas. Palabras compuestas. Diminutivos. Aumentativos.</p> <p>GRAMÁTICA: El sustantivo. El género de los sustantivos. El número de los sustantivos. Artículos y demostrativos.</p> <p>ORTOGRAFÍA: El sonido R fuerte. El sonido J. Palabras terminadas en -y. Palabras terminadas en -illo o en -illa.</p>	<p>9) Los animales. 10) El lugar donde vivo. 11) Trabajos manuales. 12) Recuerdos del pasado.</p>	<p>COMPETENCIA LECTORA: Eulato. Se perdió mi hermano. La leyenda del algodón. La foto.</p> <p>VOCABULARIO: Familia de palabras. Gentilicios. Palabras colectivas. Campo semántico.</p> <p>GRAMÁTICA: Los posesivos. El adjetivo. Los pronombres personales. El verbo.</p> <p>ORTOGRAFÍA: Los signos de interrogación y de exclamación. La coma. Los dos puntos. Palabras terminadas en -z y en -d. Las palabras ha y a.</p>
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		Los poemas. El lenguaje poético.		LITERATURA: Los versos. Las estrofas.		LITERATURA: La rima. Los poetas.
Spanish Cultura	1) Necesitamos el agua y el aire. 2) Los paisajes que nos rodean.	CONCEPTOS: ¿Cómo es el agua? El ciclo del agua. Estamos rodeados de aire. Los fenómenos atmosféricos. Tiempo y clima no son lo mismo. ¡Cuidemos la atmósfera! Descubrimos los paisajes. Así son los relieves de costa. Así son los relieves de interior. ¿Cómo se representa el relieve en un mapa? El agua en los paisajes. Así son los ríos.	3) El lugar donde vivimos. 4) ¿En qué trabajan las personas?	CONCEPTOS: Así son los pueblos. Así son las ciudades. El ayuntamiento. Los servicios municipales. Circulamos con seguridad. Trabajamos en la naturaleza. Trabajamos en las fábricas y los talleres. ¿Cómo es la industria? Trabajamos en los servicios. Compramos y vendemos. El transporte y el turismo.	5) La Tierra, un planeta único. 6) Somos detectives del pasado.	CONCEPTOS: La Tierra, un planeta del sistema solar. La tierra se mueve. ¿Cómo es la Tierra? Descubrimos las caras de la Luna. ¿Cómo investigamos el pasado? La medida del tiempo. ¿Cómo organizamos el pasado? De la Prehistoria al tiempo de los castillos. De la época de los castillos a la actualidad.

Opportunities for Possible Visits	Roman aqueduct - Almunecar	Science Park - Granada Museum of imagination - Malaga	Music museum - Malaga
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