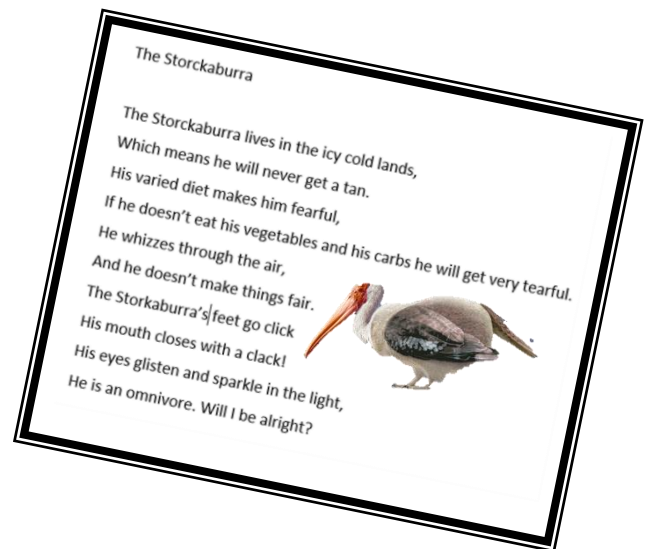


Mythical Creatures and Fairy Tales Case Study

The first topic that Year 4 chose in 2022 -23 was '**Mythical Creatures and Fairy Tales**'. Our 'Hook' was an afternoon spent using technology to create our own mythical creatures. Then, after reading *The Hippocrump* by James Reeves, we each wrote a poem about our creature. We then went on to study 'The Lost Happy Endings', before writing our own happy ending for the story.



To complement the fact that the original Beowulf dates back to Anglo-Saxon literature, we explored the key question of *Did the Anglo Saxons ruin Britain?* within our **History** sessions.

We visited Stubbington Outdoor Centre and used our learning to complete an archaeological dig, write in runes, construct a wattle and daube wall, create shields and weave... We also took part in some team building tasks.

After considering how to keep ourselves safe in **Computer Science**, we learnt where electricity comes from; how switches work; which materials allow electricity to flow through them and which items use electricity to work in **Science**.



Design Technology saw us designing, making and evaluating a moving Christmas card to entertain someone at home.



In **Art** we studied Jacob Epstein before producing a bust of Grendel and we then used our digital literacy skills to make a computer-generated background for our sculptures.



R.E saw us investigating the concepts of 'Good and Evil' and 'Creation'.



In **Music** we Identified the rhythm, beat and time signature of Peer Gynt, The Hall of The Mountain King and used our own music notation to compose a short piece of music to describe Beowulf's arrival at Heorot Hall.