**Year 4 Unit 11 El Carnaval de los animales – Summer Term 1**

**Overview of the Unit**

This Unit builds on previous learning on adjectival agreement and common -AR and -ER verbs used to describe activities. Telling the time is also introduced and pupils will be expected to create complex sentences putting together a variety of structures and vocabulary. The stimulus for the learning is the piece of music by Camille Saint-Saens “The Carnival of the Animals”. The Programme of Study Objectives touched on in this Unit are 1, 3, 5, 6, 10, 11, and 12. There are lesson plans for the 6 lessons in this Unit. Resources, including power point slides, flash cards, songs and videos, are all included at the end of the Unit.

**Learning Outcomes - Pupils will be successful if they:**

* Can write a description of animals using 2 adjectives
* Can create complex sentences which include time + activities
* Can perform a role play using a variety of times + activities
* Can pronounce correctly the phonic sounds included in the Unit

**Skills – Pupils will develop the ability to:**

* Use question forms
* Build on prior knowledge to create new sentences
* Plan and deliver a language activity
* Look at the writing conventions of the language

**Grammar and Structures – Pupils will understand and will be able to use:**

* the 1st person singular form of common -AR and -ER verbs
* Recognise and apply simple adjectival agreements
* Manipulate the language by choosing different adjectives and activities

**Phonic focus – Pupils will be reintroduced to the following sounds:**

* Ll, z, silent h, ñ, v, j

**Core language –**

* Animales – el león, el gallo, el canguro, el pez, el cucú, el elefante, el burro, el pájaro, el cisne, la tortuga, la gallina
* Adjetivos – lento(a), rápido(a), pequeño(a), tímido(a), grande, fuerte, feroz
* Habitats – la sabana, una granja, el mar, un bosque, una casa, un piso
* ¿Qué hora es? Son las dos; Es la una

**Assessments –**

* Assess the pair role plays; mark the written descriptions of animals