We all know well how much our pupils grow just in one summer, especially, in the months between the third and fourth years of primary school. It's when they develop new tastes, new more complex emotions and a greater curiosity about the world.

For that reason, and to keep them interested and curious, **The Story Garden** changes its input to the motivating classics which open each unit.

In these first few pages of revision, you will have the chance to evaluate the vocabulary and structures that your pupils already know before you start a new year of adventures with **Mr Green** and his amazing stories.

Learning objectives

Knowledge

Greetings

Expressions to introduce yourself, express an opinion, talk about ability and possession

Ask for and give information

Follow instructions

Skills

Expressing preferences

Describing yourself and a friend

Listening and numbering texts and pictures

Creating a mind map

Recognising and reproducing L2 sounds and rhythms

Vocabulary

Lexical groups: clothes, food, numbers, colours, festivals, places in school, animals

Communicative structures

Structures to introduce yourself, talk about your tastes and preferences, and your abilities

Intermediate goals in the development of competences

Basic competences (English language skills axis)

Understanding and following instructions and procedures

Describing yourself and your classmates, using mind maps

Introducing yourself to the class

Using your language skills to play with classmates Recognising and using language learnt orally in context in order to interact with others

Key competences

Communicating: understanding verbal and non-verbal messages

Collaborating and participating: maintaining good relations with classmates; respecting rules for individual or group work

Problem solving: using logic to work out how to do a task



Self-awareness	Managing feelings
Critical thinking	

Activities

Creating a map Understanding language when listening	Listening, reading and matching words and pictures
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Subject links

Physical education: understanding gestures; participating in group games, respecting procedures and rules, accepting you may lose

Emotional education: listening to and interacting with others in a positive way; expressing your feelings, abilities and affection

Support

Resources

The Story Garden 4 pp. 2-5 Activity time p. 103 Audio CD Digital Book

Equipment

INIT

AROUND THE WORLD IN 80 DAYS

Have you packed your suitcases? Great! Because you and Mr Green are actually going on a journey around the world to the strangest climates of the Earth. Together with the characters from **Around the World in Eighty Days**, a masterpiece by writer **Jules Verne**, pupils will learn to ask for information and talk about the weather. But they will also learn not to judge things at first sight, because things are not always as they seem, as you will see in the cartoon! In the **Real Task** section pupils will undertake some Internet research into the weather, whereas in the **CLIL** section they will do some scientific experiments to prove that **water** and **air** are also types of **matter**. In the **Living English** pages pupils will take a journey into our modern-day world to see how pupils in different countries get to **school** every day.

Learning objectives

Knowledge

Weather, months and seasons
Wh-questions
Prepositions of place and time with *in*

Skills

Asking for and giving information about the weather Recognising months and seasons
Asking simple questions and giving simple answers
Understanding that rhythm and intonation are important in asking for information and opinions

Vocabulary

foggy, snowy, cold, rainy, warm, sunny, hot, windy, cool, cloudy

January, February, March, April, May, June, July, August, September, October, November, December winter, spring, summer, autumn

Communicative structures

What's the weather like? It's... What's your favourite month? It's... What's your favourite season? It's... When's your birthday? It's in...

Intermediate goals in the development of competences

Basic competences (English language skills axis)

Asking for and giving information about the weather, describing the weather

Asking for and giving personal information Listening, understanding, acting out and reading a cartoon story

Answering comprehension questions about a cartoon story

Key competences

Collaborating and participating: using language presented to talk about what's around you and in other parts of the world; respecting rules established for group and pair work

Learning to learn: reusing language learnt to do new tasks

Communicating: understanding and completing written texts

Planning: creating a mind map to describe yourself; using language learnt in a situational context to interact with others in a game



Managing feelings	Positive attitude to new things
Critical thinking	Self-awareness

Activities

Describing and talking about the weather around us and in other parts of the world Listening to and singing a song Recognising language when listening Listening and completing picture captions Using language introduced in passive and productive tasks Doing a controlled speaking activity with classmates based on a model (interview) Reading and completing a text Listening, understanding, acting out and reading a cartoon story

CLIL

Science: learning about matter; doing experiments and using deductive thought processes

Living English

Learning how pupils get to school in countries around the world

Subject links

Music: reproducing the intonation of a sentence by listening to and reading a visual code; reading, reciting and acting out with expression; singing a song **Art and design**: reading a cartoon story; creating mind maps to describe yourself and others; making

posters to describe the weather in the main cities of the world

Science: discovering the characteristics of different matter

Support

Resources

Story Garden 4 pp. 6-19 Living Grammar p. 96 Activity time pp. 104-107 Easy English 128-131 Audio CD Photocopiable worksheet n. 1-3 Digital Book

Equipment

Everyday classroom kit

SCHOOL IN NEVERLAND

What if your school were a ship? It is in **Neverland**.

That's where we meet *Peter Pan* and the unforgettable characters of **J.M. Barrie** and learn the **days of the week**, **time** and **school subjects**.

In this unit pupils will also learn the language they need to evaluate their own progress in school, and they will become aware of the fact that if you think you are infallible, you can end up in the jaws of a crocodile!

In the **CLIL** section, pupils enter a **virtual museum**, and with Mr Green's help they will learn to analyse a painting in English and in the **Living English** pages they pass an enjoyable day in **Kensington Gardens**, where the story of Peter Pan opens.

Learning objectives

Knowledge

Time

School subjects

Days of the week

Prepositions of time

Wh-questions: When, What time

Skills

Asking for and telling the time

Asking and answering about your own or other people's school timetable

Asking and answering about your favourite subjects Asking and answering for information about how you are doing in school

Recognising and saying words with similar pronunciation

Vocabulary

Science, PE, ICT, Geography, Music, History, Maths,

English, Art

Monday, Tuesday, Wednesday, Thursday, Friday,

Saturday, Sunday

excellent at, good at, not very good at,

Communicative structures

What time is it?

It's (seven) o'clock.

It's a quarter past..., It's half past...,

It's a quarter to...

When is Maths? It's on (Tuesday). / I have it on

(Tuesday).

What's your favourite subject? It's (maths).

What's your favourite day? It's (Friday).

Intermediate goals in the development of competences

Basic competences (English language skills axis)

Asking for and telling the time

Asking and answering questions about school life Listening, understanding, acting out and reading a cartoon story

Answering comprehension questions about a cartoon story

Producing L2 sounds and rhythms and giving them meaning and functions

Understanding language learnt and using it to interact with others in situational contexts

Key competences

Collaborating and participating: knowing how to work in groups in a positive and active way

Learning to learn: developing critical thinking and deduction; using language learnt in tasks relating to a personal sphere

Communicating: understanding information in oral and written messages

Planning: demonstrating creativity and intuition in tasks **Finding links**: selecting the necessary information to complete a task



Managing feelings Empathy
Critical thinking Self-awareness

Activities

Using language learnt to interact with others in a situational context
Understanding written texts and answering questions
Listening, completing tables and dialogues

Listening to and singing a song
Recognising language when listening

Completing a mind map
Listening and matching words and pictures
Doing a semi-structured conversation with classmates
following a model
Listening, understanding, reading and acting out a
cartoon story

CLIL

Art and design: critical analysis of paintings by great artists of the past and expressing an opinion

Living English

Discovering Kensington Gardens and what's special about them

Subject links

Emotional education: becoming aware of your own potential and learning aptitudes; sharing information about preferences; actively listening, developing self-awareness and positively interacting with others

Music: reproducing the musical intonation of sentences by listening and reading a visual code; using expression when reading out loud, reciting or acting out a text; singing a song

Mathematics: using tables to collect and collate data and information; telling the time

History: working out if actions are sequential or simultaneous

Art and design: reading a cartoon story; developing critical thinking

Physical education: discovering the importance of sport for physical fitness

Support

Resources

Story Garden 4 pp. 20-35 Living Grammar p. 97 Activity time pp. 108-111 Easy English pp. 132-133

Audio CD

Photocopiable worksheets n. 1-4

Digital Book

Poster

Equipment

A DAY WITH TUTANKHAMUN

In this unit we find ourselves dealing with a favourite topic with year four pupils: Ancient Egypt, with hieroglyphics, temples, gods, mummies, scarabs and pyramids, together with all their mysteries and secrets. And it is a young **Tutankhamun** who teaches pupils to describe their **daily routine** and name different **parts of the day**. The unit is not based on classical history, but on the idea of finding out about the past, which has always been at the centre of human curiosity, and which we should treat with great respect, as we discover in the cartoon story. In the **CLIL** pages, an ancient history lesson introduces pupils to the art of mummification, while **Living English** takes them to **London**, where they will discover countless archeological finds from Ancient Egypt.

Learning objectives

Knowledge

Daily routines
Parts of the day
Prepositions of time and adverbs of frequency
Present Simple

Skills

Understanding and talking about daily routines Comparing your day with your classmates' Producing a descriptive piece of writing Using adverbs of frequency Recognising words with similar pronunciation

Vocabulary

get up, have a shower, get dressed, have breakfast, go to school, have lunch, go home, do sport, have dinner, go to bed

in the morning, at midday, in the afternoon, in the evening, at night, at midnight always, usually, often, sometimes, never

Communicative structures

What time does he get up?
Do you have a shower in the morning?
Yes, I always have...
I get up at...
He/she gets up at...
Do you get up at...?
Does he/she get up at...?
I don't get up at...

Intermediate goals in the development of competences

Basic competences (English language skills axis)

Talking about daily routines
Talking to classmates about how they organise their
day

Identifying parts of the day
Reading and acting out a cartoon story
Answering comprehension questions about stories
Reading and completing short written texts and
matching them with images

Understanding that intonation and rhythm are communicative elements

Writing short texts about yourself and others

Key competences

He/She doesn't get up at...

Communicating: talking to classmates about how they organise their day; answering comprehension questions about a text; completing a dialogue and describing daily routines in the third person

Collaborating and participating: comparing your own way of organising the day with that of your classmates; knowing how to participate in group work in a positive and collaborative way

Learning to learn: interviewing a classmate and completing a double entry table



Managing feelings Critical thinking

Activities

Listening to and singing a song
Chatting to a friend
Transforming information collected into writing
Ordering sentences in a text
Reading and completing a text based on pictures
and answering questions about the text

Listening, understating, reading and acting out a cartoon story
Answering questions about a story
Completing a dialogue

CLIL

History: recognising some archaeological finds

Living English

Learning about Egyptian art in London

Subject links

Emotional education: considering your own wishes and comparing them with your classmates **Music**: learning and performing a song; altering your intonation to form questions and answers **Mathematics**: using tables to collate data and information

History: working out if actions are sequential or

simultaneous; learning about Ancient Egyptian mummification

Art and design: reading a cartoon story; recognising some archeological artefacts

Technology and planning: doing Internet research

Support

Resources

Story Garden 4 pp. 36-49 Living Grammar p. 98 Activity time pp. 112-115 Easy English pp. 134-135 Audio CD Photocopiable worksheets n. 1-5 Digital Book Poster

Equipment

GULLIVER IN LILLIPUT

Is Gulliver a giant? Of course not! It's the Lilliputians who are tiny, on average around fifteen centimeters tall, according to **Jonathan Swift**, the author of **Gulliver's Travels**. But what are they like? Fat, thin, young, old? This is the pretext from which the class will learn to describe and ask questions about people's physical appearance. In the cartoon pages pupils will become involved in a little critical thinking activity for which they will have to use their intuition.

In the **CLIL** section Mr Green will take pupils to meet real life giants: those who play basketball. And in the **Living English** section, pupils will encounter symbolic British and American giants: Big Ben and the Statue of Liberty.

Learning objectives

Knowledge

Physical appearance
Present Simple of the verbs to be and to have (got)

Skills

Asking about somebody's physical appearance Describing your appearance and a friend's appearance Writing a descriptive text Recognising someone from their description Writing a dialogue Recognising words with similar pronunciation

Vocabulary

bald, freckles, wavy hair, spiky hair, straight hair, fringe, beard, ponytail, curly hair, glasses, tall short, thin, plump, young, old

Communicative structures

What does he/she look like? Has he/she got...? Yes, he/she has. / No, he/she hasn't. Is he/she...? Yes, he/she is. / No, he/she isn't

Intermediate goals in the development of competences

Basic competences (English language skills axis)

Describing someone's physical appearance Identifying someone from their description Reading and writing short texts

Listening, understanding and acting out a cartoon story

Answering comprehension questions about a cartoon story

Recognising rhythm and intonation as elements of communication

Recognising the importance of physical exercise at all ages

Key competences

Collaborating and participating: knowing how to participate in group work and games in a positive and constructive way

Learning to learn: knowing how to observe and describe a person's physical appearance

Planning: making a class poster to play **Who's who? Communicating**: listening for information and using it to carry out tasks

Problem-solving: using logic to do complex tasks



Interpersonal skills	Social and civic competences
Critical thinking	Empathy

Activities

Using language learnt in a situational context to interact with others

Understanding a written text and answering questions

Listening, completing tables and dialogues

Listening, understanding, reading and acting out a cartoon story

Listening to and singing a song Recognising language when listening Matching descriptions and pictures

CLIL

PE: recognising basketball rules and the importance of physical exercise to nurture our bodies

Living English

Giants in the English-Speaking World: Big Ben and the Statue of Liberty

Subject links

Emotional education: self-reflection and talking about yourself to others

Music: performing a song, highlighting the melody **History**: working out if actions are sequential or simultaneous

Art and design: focusing on physical appearance

Physical education and sports: learning the rules of basketball and thinking about the importance of physical exercise

Design and technology: working out the rules of a game

Support

Resources

Story Garden 4 pp. 50-63 Living Grammar pp. 99-100 Activity time pp. 116-119 Easy English 136-137 Audio CD

Photocopiable worksheets n. 1-4

Digital Book

Poster

Equipment

JOURNEY INTO THE EARTH

A journey doesn't have to be just to places far away across oceans, it can be like that of the characters in this unit to the centre of the Earth, to a place where time stood still in the prehistoric age and where danger is the order of the day. This motivating starting point, *Journey to the Center of the Earth* by Jules Verne, will see pupils packing their rucksacks with all the things they will need for an adventure on the slopes of an underground volcano. In the CLIL section, Mr Green will show the class the main parts of a volcano and will invite them to build a model volcano to experiment with and simulate an eruption, whereas in Living English they will learn about some of the most amazing volcanoes on our planet.

Learning objectives

Knowledge

Personal everyday objects used for camping Landscapes and elements of nature Possessive case Present simple of the verb *need*

Skills

Describing personal objects needed for a day trip or for camping Understanding and naming things in nature Asking for and giving information about the appearance of an object

Answering written questions following a model Recognising words with similar pronunciation

Vocabulary

helmet, notebook, camera, compass, sleeping bag, magnifying glass, rainproof jacket, trekking shoes, torch, rucksack waterfall, river, lake, volcano, mountain, cave

Communicative structures

It's (Julie's notebook). I need... There is (a mountain). There are (two lakes).

Intermediate goals in the development of competences

Basic competences (English language skills axis)

Identifying and describing personal objects you need for day trips

Reading and completing short written texts and matching them with pictures

Completing a drawing based on an audio description Listening, understanding and acting out a cartoon story

Answering comprehension question about a cartoon story

Understanding that rhythm and intonation are part of communication

Key competences

Collaborating and participating: acting out a cartoon story with classmates

Identifying links and relationships: selecting information needed to carry out a task

Communicating: transforming non-verbal messages (icons) into verbal messages; interacting correctly in communicative situations; writing simple texts; understanding short audio texts

Planning: using language learnt and applying it to other subjects



Critical thinking	Empathy
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Activities

Listening to and singing a song
Listening, pointing to a picture and repeating new
words
Using new words in a game
Talking to a friend
Completing a picture from an audio description

Reading and completing a text from a picture and answering questions about the text Listening, understanding, reading and acting out a cartoon story

Completing a dialogue

Matching descriptions with pictures

CLIL

Geography: learning about volcanoes	
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Living English

Volcanoes in the UK and around the world

Subject links

Emotional education: becoming interested in your surroundings to get the best out of a journey of exploration

Music: using the correct intonation in a sentence by listening and reading it; using expression when reading or acting out; singing a song

Geography: learning about volcanic activity and finding out where there are well-known volcanoes in the UK and in the world

History: working out if actions are sequential or simultaneous

Art and design: listening and completing a drawing **Physical education and sport**: participating in group games, respecting the procedures and rules **Design and technology**: working out how to do an experiment

Support

Resources

Story Garden 4 pp. 66-79 Living Grammar p. 101 Activity time pp. 120-123 Easy English 138-139 Audio CD Photocopiable worksheets n. 1-3 Digital Book

Equipment

Here we are at the last unit of this school year on a **treasure island** to be precise, where animals and the amazing biodiversity of the Earth are the true treasure

Treasure Island by **Robert Louis Stevenson** is the motivating starting point for pupils to learn to name, describe and classify different animals.

The **CLIL** section will help pupils discover the weirdest animals in the world, while in **Living English** they will learn about Oak Island, a quintessential treasure island.

We are at the end of our and your work, at least for this year, and we would like to finish by hoping all of your pupils understand that as much as the destination of a journey is important, each stage of it is essential to create unforgettable memories.

Learning objectives

Knowledge

Physical appearance of animals Present Simple of the verb can

Skills

Describing animals and their appearance Asking and giving information to guess an animal Producing a written description Writing a dialogue Recognising and producing words with similar pronunciation

Vocabulary

butterfly, hummingbird, bat, parrot, iguana, tapir, jaquar, spider, mosquito, tortoise, lizard, froq claws, trunk, whiskers, fur, scales, feathers

Communicative structures

Can it..? Where does it live? How long is its body? What does it eat?

Intermediate goals in the development of competences

Basic competences (English language skills axis)

Naming different animals

Describing the physical characteristics of animals Giving and receiving information which identifies an animal

Listening, understanding and acting out a cartoon

Answering comprehension questions about a story of communication

Key competences

Planning: showing creativity when doing a task, using informal knowledge drawn from other subjects **Communicating**: understanding short descriptive texts; interacting with classmates in communicative situations; reading short scientific texts Learning to learn: observing and describing an

animal; using language learnt to do unquided tasks

Understanding that rhythm and intonation are part



Managing feelings
Critical thinking

Empathy

Activities

Listening, pointing to pictures and repeating new words

Chatting with a friend

Guessing a picture from a description

Drawing and describing an imaginary animal

Reading and completing a text based on pictures and answering comprehension questions about it

Listening, understanding and acting out a cartoon story

Answering questions about a story

Drawing a picture based on a written text

Completing a dialogue

Matching descriptions and pictures

CLIL

Science: studying different animals

Living English

Discovering Oak Island

Subject links

Emotional education: reflecting on anger and finding strategies to manage it

Music: reproducing the intonation of a sentence by listening or by reading it

Geography: learning about and locating a famous island

History: working out if actions are sequential or simultaneous

Art and design: drawing an animal; focusing on the particular physical characteristics of an animal

Physical education and sport: participating in a group game, following rules and procedures

Design and technology: working out the rules of a game

Support

Resources

Story Garden 4 pp. 80-93 Living Grammar p. 102

Activity time pp. 124-127

Easy English 140-141

Audio CD

Photocopiable worksheets n. 1-3

Digital Book

Poster

Equipment