

Scope and Sequence

Our World 4 - British English

	 1 All in Our Family p. 6	 2 Fresh Food p. 22	 3 A Long Time Ago and Today p. 38	 4 Get Well Soon! p. 60	 5 My Favourites p. 76	 6 Wonders of the Sea p. 92	 7 Good Idea! p. 114	 8 That's Really Interesting! p. 130	 9 The Science of Fun p. 146
CONTENT AREA CONNECTION	Humanities, Science, Social Studies	Science, Technology and Engineering	Humanities, Social Studies, Technology and Engineering	Health, Science	Humanities, Language and Literature, Performing Arts, Visual Arts	Science	Science, Technology and Engineering	Language and Literature	Science
GOALS SC: 1	<ul style="list-style-type: none"> describe what you look like compare people you know talk about your plans write a diary entry 	<ul style="list-style-type: none"> talk about obligation describe how often you do something discuss and order food write to express your opinion 	<ul style="list-style-type: none"> describe daily life in the past and your life today talk about what the past was like compare the past with your life now write unified paragraphs 	<ul style="list-style-type: none"> talk about health and illness give advice describe actions write about cause and effect 	<ul style="list-style-type: none"> identify different types of entertainment compare people and activities talk about your favourite people and things give your opinion 	<ul style="list-style-type: none"> name and describe sea life talk about how you can protect the seas and oceans talk about future events write to describe how things are different 	<ul style="list-style-type: none"> talk about inventions talk about past habits describe how to use an invention write facts and opinions about a favourite invention 	<ul style="list-style-type: none"> talk about your hobbies and interests give information about people you know talk about gifts you've received describe and explain a hobby 	<ul style="list-style-type: none"> identify how you use force to move use <i>the more ...</i> to describe cause and effect understand and make definitions write about cause and effect
VOCABULARY 1 & 2 SC: 2-4	bigger, cleverer, cuter, different, faster, friendlier, older, relatives, shorter, slower, smaller, stronger, taller, uglier, younger Strategy: Antonyms blonde hair, curly hair, glasses, straight hair, wavy hair Strategy: Memorisation	aubergine, cabbage, chillis, courgette, cucumber, dig, green beans, grow, lettuce, onion, pick, plant, pumpkin, ready, ripe, water, weed Strategy: Compound words every day, how often, on (Friday), once (a month), three times (a week), twice (a year) Strategy: Frequency words	begin, computer game, electric light, fire, housework, learn, life, make, mobile phone, sew, spend time, tell, things, town, wash Strategy: Homophones difficult, expensive, important, modern, old-fashioned Strategy: Adjectives	bandage, cast, cough, earache, feel dizzy, first aid kit, germ, have a cold, have a temperature, headache, medicine, sneeze, stomach ache, thermometer, tissue, toothache Strategy: Word parts broken leg, bruise (n), burn (n), cut (n), scratch (n) Strategy: Multiple meanings	actor, amazing, athlete, brave, cool, famous, film, funny, great, handsome, person, popular, pretty, talented, wonderful Strategy: Categorising words hobby, school subject, sport, TV programme, writer Strategy: Ranking preferences	creature, disappear, dolphin, fish, layer, midnight, octopus, pollution, resource, sea sponge, turtle, shark, squid, sunlight, whale, zone biodegradable, oil spill, overfishing, plastic, rubbish Strategy: Suffix <i>-able</i>	battery, creativity, electricity, fail, idea, imagination, invent, invention, problem, solution, succeed, try, useful, wheel Strategy: Using the suffix <i>-ful</i> lift, move, put, turn, use Strategy: Imperatives for instructions	alone, avatar, collect, compete, co-operate, controller, creative, enjoy, music group, point, score, screen, take photos, together Strategy: Using context comic, dinosaur, fossil, insect, soft toy	backwards, balance, connect, down, fall over, force, forwards, friction, happen, pull, push, rub, skater, spin, swing Strategy: Antonyms away from, direction, gravity, lean, towards
GRAMMAR 1 & 2 SC: 5-6	Comparatives with -er Present continuous for future plans	Have to Would like	Contrast with but and instead Comparatives with more + adjective	Advice with should Reflexive pronouns	Superlatives with -est and most Irregular comparatives and superlatives	Have to, must, can't and don't Future with will and won't	Used to for past habits You for general statements	Describing people with who Direct and indirect objects	Cause and effect with double comparatives Definitions with which
READING	Where Do Your Eyes Come From? Strategy: Using visuals to support comprehension	The Farms of the Future Are Here Strategy: 5Ws and <i>how</i>	The World in the Palm of Your Hand Strategy: Using timelines	Why Do We Sneeze? Strategy: Identify sequence of events	Amazing Acrobats Strategy: Using visuals	Colourful Corals Strategy: Set a purpose for reading	Young and Creative Strategy: Ask questions	Hide and Seek Strategy: Identify sequence of events	Up, Down and All Around! Strategy: Understand cause and effect
WRITING	Diary Entry Focus: Use emotion words	Opinion Writing Focus: Identify positive and negative points	Paragraph Unity Focus: Identify topic sentence and supporting details	Cause and Effect Writing Focus: Describe what happens and why	Reviews Focus: Write a book review	Contrast Writing Focus: Use words and expressions that show contrast	Fact and Opinion Writing Focus: Use facts to support opinions	Explanation Writing Focus: Describe something general	Cause and Effect Writing Focus: Write cause and effect
MISSION SC: 9	Understand the human family. National Geographic Explorer: Spencer Wells	Appreciate local food. National Geographic Explorer: Juan Martinez	Appreciate the past. National Geographic Explorer: Stephen Ambrose	Be prepared. National Geographic Explorer: Dr Hayat Sindi	Find a role model. National Geographic Explorer: Aparajita Datta	Protect the seas and oceans. National Geographic Explorer: Dr Sylvia Earle	Use your imagination and creativity to solve problems. National Geographic Explorer: Aydogan Ozcan	Enjoy a hobby. National Geographic Explorer: Jørn Hurum	Think creatively and critically. National Geographic Explorer: Stephon Alexander
PROJECT	Class big book	Plant cards	Then and now poster	First aid kit	Famous people class book	Sea creatures poster	Superpower app	A hobby presentation	A thaumatrope
REVIEW	Units 1-3	pp. 54-55		Units 4-6	pp. 108-109		Units 7-9	pp. 162-163	
EXTENDED READING	Giant's Causeway	pp. 56-57		Oceans of Plastic: Time for Action	pp. 110-111		Leonardo da Vinci: The Greatest Inventor in History?	pp. 164-165	
LET'S TALK	Hello! I agree!	p. 58 p. 59		What's wrong? I don't understand.	p. 112 p. 113		Wow, that's cool! What does that mean?	p. 166 p. 167	

ADDITIONAL VIDEO Song: Sc. 7; Viewing Sc. 8; Storytime: Sc. 10; Wrap Up: Sc. 11