

Writing purposes

Writing to entertain: Historical story (Boudicca, various authors)

Writing to inform: Non-chronological report (A Kid's Guide to Life in Ancient Rome, Chae Strathie and Marisa Morea)

Writing to entertain: Poetry (A.F. Harrold)

Grammar

Expanded noun phrases, paragraphs, fronted adverbials, speech punctuation, apostrophes for possession and subordinate clauses

Book Spine Texts

The Boy at the Back of the Class (chapter book) and The Day the War Came (picture book)

Electricity: Identify common appliances that run on electricity.

Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.

Identify whether a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.

Recognise that a switch opens and closes a circuit and associate this with whether a lamp lights in a simple series circuit.

Recognise some common conductors and insulators, and associate metals with being good conductors.

States of matter: Compare and group materials together, according to whether they are solids, liquids or gases.

Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C).

Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

Multiplication & division: Multiply 2 & 3-digit numbers by a 1-digit number using the expanded/grid method. Multiply & divide mentally by 6 and 9

Measurement: Convert between units of measure, including 12-hour time.

Number & place value: Recognise the place value of each digit in a 4-digit number. Compare numbers beyond 1000. Round any number to the nearest 10 and 100.

Addition & subtraction: Add & subtract numbers with up to 4-digits using the formal written methods (up to one exchange).

Fractions: Calculate quantities (unit fractions). Recognise common equivalent fractions. Add & subtract fractions with the same denominator.

Statistics: Interpret bar charts.

Geometry: Identify geometric shapes and acute and obtuse angles.

English

RE: Expressing Joy: Diwali.

Being thankful: Thanking God for Parents
Being reflective and Self Critical: (Four Noble truths). Being Curious and Valuing Knowledge. (Holy books).

PSHE: Being me in my world

Teamwork/a good school citizen/rights, responsibilities and democracy

Celebrating Difference Understanding different types of bullying and why some can be harder to identify.

PSHE RE

Science

Year 4 Autumn Roman Britain / The UK



*Achieving
Excellence
Inspiring
Dreams*

Mathematics

Music

Mamma Mia!

Know the difference between pulse and rhythm and be able to keep the internal pulse.

Compose a simple melody using simple rhythms and use it as part of the performance.

Modern Foreign Languages

French: Identify and pronounce accurately the names of some Francophone countries and towns in France; talk about transport and how you travel to French speaking places.

Physical Education

Quick sticks: Strike a ball with accuracy. Begin to bowl using a recognised action with some consistency. Begin to track and intercept a moving ball across the ground.

Fitness: Continue working under time pressure.

Participate in an AMPRAP workout and explain its principles. Develop strength and co-ordination by performing a range of exercises.

Multi Skills: Suggest ways to solve problems. Operate as part of a team to solve problems. Listen and be directed by others.

Handball: Ball Awareness-moving ball around different parts of the body with control Dribbling and bouncing a ball with control and using either hand. Pass and receive, stepping into the pass (chest and bounce pass). Scoring into a goal, beginning to take 3 steps- adding an active goalkeeper. Bringing in footwork and travelling rules into a game situation. Dodging around a player with the ball, focus on dodging into a space. Discuss tactics when attacking and defending. Introduce 4v4 or adapted game. Begin to use some additional rules e.g travelling, contact.

Computing

Coding - Scratch Programming from Algorithm to Code Part 1

- write code using a sequence
- use the drawing tools to edit sprite costumes
- duplicate a sprite costume
- debug a simple algorithm
- change sprites and add own choice of sprites in Scratch
- change the background of own scene
- add the music extensions blocks to Scratch

- write an algorithm that contains a forever loop to repeat a sequence

E-Safety – Project Evolve:

Health Wellbeing and Lifestyles, Online Relationships and Online Reputation

History

The Romans invaded Britain and successfully conquered it in AD 43, making it part of the Roman Empire under an emperor. They built roads, towns and buildings that still influence Britain today. Some Celtic tribes resisted, such as Boudicca, while others cooperated. Roman rule ended around AD 410.

Enquiry: What was civilisation like in Roman Britain and how did it change Britain?

Geography

Geography: The UK: Investigating who we are.

Locate continents & countries using maps, atlases & globes with a focus on Europe. Name & locate counties and cities in the UK. Identify & describe the human and physical characteristics of the UK and understand how these may have changed over time. Use a compass and 4-figure grid references to locate landmarks within the UK.

Compare rural and urban parts of the UK.

Find out about the changing landscape in the UK (due to coastal erosion) with a focus on the village of Happisburgh, Norfolk.

Art & DT

Art:

Art

Create a collage on the theme of identity, selecting and using materials and using overlapping, overlaying and embellishment.

Design & Technology:

Design and make a quiz game that includes an electrical circuit (links to Science – Electricity).