

Our Year 4 Curriculum - Summer 1



| Lens | & | Big |
|------|---|-----|
| Ques | | _ |



Power and Monarchy: How was the Anglo-Saxons' conquest of Britain similar or different to the Romans' conquest?

Maths



The children will learn:

Decimals: tenths, dividing by 10s, hundredths, dividing by 100s, making a whole, writing and comparing decimals, ordering and rounding decimals, halves and quarters, problem-solving with decimals.

Money: pounds and pence, ordering and rounding money.

English





'Beowulf' by Michael Morpurgo

Descriptive phrases in sentences of characters and settings.

Retelling of a story using descriptive sentences.

Creating their own legend inspired by Beowulf.

'The Barnabus Project' by The Fan Brothers

Persuasive letter based on the themes of the book.

Reading

'Beowulf' by Michael Morpurgo

Reading Behaviours: Answering in full sentences, using the word because and quotes from the text to back up our answers. Reading Strategies: Inference, Evaluation and combining different reading strategies.

History



Britain's settlement by Anglo-Saxons

The children will learn:

- -the causes of the Roman withdrawal from Britain in c. AD 410 and the fall of the Western Roman Empire.
- -who the Anglo-Saxons were, where they came from and why the Anglo-Saxons wanted to invade Britain (comparing this with Roman motives).
- what was buried at Sutton Hoo and how historians have interpreted the findings/what they tell us about Anglo-Saxon life.
- -which gods the Anglo-Saxons worshipped/how Christianity spread in this time

Science



Living things and their habitats

Are some animals more alike than others?

The children will learn that animals can be grouped based on their physical characteristics and based on their behaviour; that living things are divided into kingdoms; that a species is a group of living things that have many similarities that can reproduce together to produce offspring; that a classification key uses questions to sort and identify different living things; how to use a classification key to identify living things; how to create a classification key to sort plants on the school premises.

Religious Education

Judaism - Beliefs and Practices

The children will learn some of the different ways that Jews may choose to show commitment to God and that some of these are more significant to some Jews than others; about the Jewish initiation ceremony (Bar or Bat Mitzvah); about how participating in worship can help some Jews to feel closer to God and their community. We will begin to understand how the Jewish scriptures (The Tenakh) inspire some Jews to help others and perform good deeds as a way of thanking God as well as reaching out to those in need. We will discuss things we are committed to, how we show commitment to these and milestones in our lives.

Design Technology



Textiles - Weaving

The children will create a book cover using felt. The children will measure and cut fabric with some accuracy and learn to complete two main types of stitch (running stitch and back stitch) to form the structure of their book cover.

PSHE



How can we manage our feelings? How can our choices make a difference to others and the environment?

Children will learn how people have a shared responsibility to help protect the world around them; how everyday choices can affect the environment; how what people choose to buy or spend money on can affect others or the environment; the skills and vocabulary to share their thoughts, ideas and opinions in discussion about topical issues; how to show care and concern for others; how to carry out personal responsibilities in a caring and compassionate way.

British Value - Rule of Law

Music



Exploring signals- Duration

The children will learn to sing call and response songs; to lead call and response songs with more confidence; to identify pitch changes in songs that they sing; to sing with a wider range of pitch and longer phrases; to find thinking voice with confidence; to hear musical phrases.

4H and 4W will have trumpet lessons

Computing

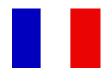


Computational Thinking

The children will understand that problems can be solved more easily using computational thinking. Look at what the different code blocks do and create a simple game. Understand the terms 'pattern recognition' and 'abstraction' and how they help to solve a problem. Create a Scratch program which draws a square and at least one other shape. Understand how computational thinking can help to solve problems and apply computational thinking to problems they face.

Online Safety - Looking at how companies encourage us to buy online.

French



Au Salon de Thé

This half-term, children will learn the names of different foods and drinks and will create a menu for a French tea room or café. They will practise their speaking and listening skills and learn the transactional language required to order what you would like to eat and drink.

Outdoor PE



Hockey

In this unit, pupils will improve their defending and attacking skills playing even-sided games. They will start to show control and fluency in dribbling, sending and receiving a ball in a small game situation and under some pressure. Pupils will be encouraged to think about how to use tactics and collaborate with others to outwit their opposition. Pupils will comment on their own and other's performances and suggest ways to improve. They will also recognise the importance of fair play and honesty while self-managing games.

Indoor PE



Dodgeball/Swimming

Children will improve on key skills used in dodgeball such as throwing, dodging and catching; how to apply simple tactics to the game to outwit their opponent; hitting opponents with a ball whilst avoiding being hit. Pupils will be given opportunities to play games independently and taught the importance of being honest whilst playing to the rules; evaluate and improve on their own and others performances.

Swimming - water safety & personal survival