



English

Continuing to develop writing:

- Begin to use 'show don't tell' to describe how a character is feeling.
 - Begin to use personification for description.
 - Use a mixture of single and multi-clause sentences within writing to convey mood and atmosphere.
 - Expand some sentences using subordinate clauses to give more detail about an event.
 - Understand the difference between use of conjunctions, adverbs and prepositions
- Writing genres: persuasive writing, diary, formal letters, explanation and informal letters.

Science

Electrical Circuits and Conductors

- Electrical appliances and keeping safe
- Simple series circuits naming parts and functions: switches, wires and cells.
- Investigate electrical conductors and insulators, identify common features of conductors



Art

Exploring Islamic Art

- Explore structure and motifs connected with Islamic art
- Creating geometric patterns

Computing

Photo Editing

- Manipulating digital images and reflecting on the impact of changes for a purpose.

Programming -Repetition in games

- Using a block based programming language to explore count controlled and infinite loops when creating a game.

Religious Education

Christianity

- Do people need to go to church to show that they are Christians?

Sanatana Dharma (Hindu tradition)

- What is the best way for a Sanatani to show commitment to God?

Mathematics

Decimals

- Make a whole with tenths and hundredths
- Compare decimals
- Rounding to nearest whole number

Money

- Writing money using decimals
- Compare amounts and solve problems.



Time

- Years, months, weeks and days
- Convert between analogue and digital.
- Convert to and from 24 hour clock.

Shape

- Identify angles as turns, compare and order angles
- Triangles, quadrilaterals
- Lines of symmetry



Statistics

- Interpret charts and line graphs
- Comparison of data
- Draw line graphs



Geometry - position and direction

- Plot coordinates
- Draw 2D shapes on a grid
- Translate on a grid

Design Technology

Tomb Builders

- Revisit mechanisms
- Learn how simple machines are used in combination to create compound machines.
- Understand how ancient builders created significant structures.



French

bonjour

What is the weather?

- Describe what the weather is today



PSHE

Relationships

- Jealousy
- Love and loss
- Memories of loved ones
- Getting on and falling out
- Showing appreciation to people and animals

Changes

- Having a baby
- Girls and puberty
- Accepting change

History

Ancient Civilisations

- Learn about the characteristics of a civilisation.
- Rise of the Sumer and its development.
- Life in the world's first cities: social hierarchy.
- Revisit concept of emperor and empire to study story of King Sargon the Great.
- Study Ancient Egypt looking at information from secondary sources and comparing the Ancient Egyptian Civilisation to Sumer Civilisation.
- Profile of a pharaoh.
- Significance of the discovery of Tutankhamen's tomb.
- Research Indus Valley civilisation, comparing to Egyptian and Sumer
- Consider how the civilisations declined.



Music

Global Pentatonics

- Compose a pentatonic melody
- Use notation to record ideas
- Create ostinatos. Layer rhythms and create a score for a short silent film.

Favourite song

- Understand triads and play C, F, G major and A minor.
- Play an instrument as part of whole class performance.

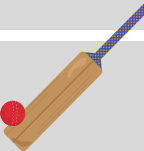
Year 4 and school events this term

- Year 4 residential to PGL Liddington
- Transition days to Year 5
- Sports Day

PE

Cricket

- Know how to score single runs
- Deliver an overarm bowl
- Stop a bouncing ball when fielding
- Run between wickets



Athletics

- Throw a range of equipment accurately
- Run different distances using different styles
- Jump using different techniques for height and distance
- Throw a discus using a sling throw technique
- Perform a baton exchange with a partner

Rounders

- Know role of backstop
- Direct hit with more accuracy
- Intercept ball with one hand
- Develop fielding skills

Outdoor adventurous activities

- Recognise compass points
- Follow a map and solve problems