

## Year 4 – Spring Term

### Portals to the Past – Stone Age to Iron Age and Shang Dynasty

#### English – Focus texts: Stone Age Boy, Stig of the Dump, non-chronological reports linked to History, instructions, playscripts

- To apply knowledge of root words, prefixes and suffixes when reading aloud.
- To summarise stories by identifying the main ideas.
- To infer information about characters in stories and justify ideas with evidence.
- To place the possessive apostrophes accurately in words with regular and irregular plurals.
- To plan and write imaginative texts with settings, characters and plots.
- To use commas after adverbials at the beginning of a sentence.
- To use inverted commas accurately to punctuate speech.

#### Maths

- To use recall of times tables facts up to 12 x 12.
- To use written methods to multiply and divide 2-digit numbers by 1-digit numbers.
- To use written methods to multiply 3 digits by 1 digit.
- To understand and find the perimeter of shapes.
- To find equivalent fractions.
- To count in fractions, including tenths.
- To add and subtract fractions.
- To calculate fractions of a set of objects and quantities.
- To recognise and represent tenths and hundredths using different models.
- To divide 1 and 2-digit numbers by 10 or 100.

#### Science - Sound

- To identify how sounds are made and how they travel.
- To explore ways to change the pitch of a sound.
- To investigate ways to absorb sound.
- To make a musical instrument that plays different sounds.

#### Science – Teeth and Digestion

- To identify and name parts of the human digestive system and know their functions.
- To identify different types of teeth and explain their functions.
- To construct and interpret food chains.
- To carry out scientific enquiries, making careful observations and recording results.

## Computing – Espresso coding and Scratch

- To recognise acceptable and unacceptable behaviour when using technology
- To use technology safely.
- To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.
- To select, use and combine a variety of software to design and create content.

## Art

- **Art Week** - To reuse and recycle materials
- To arrange and draw a still life from observation.
- To create a small scale sculpture.
- To recreate a traditional design style, thinking about composition and colour.

## DT

- To explore and explain the purpose of a pavilion frame structure.
- To design and build a pavilion structure with cladding.
- To evaluate ideas and plan improvements.

## History

- To understand the definition and timescale of human prehistory – chronology.
- To find out about early humans and Palaeolithic, Mesolithic and Neolithic periods.
- To explore changes in the Bronze Age and Iron Age.
- To compare and contrast an ancient civilisation from a different geographical location – Shang Dynasty.
- To consider how historians use evidence to draw conclusions.

## RE

- **Buddhism** – Could the Buddha’s teachings make the world a better place?
- **Christianity** – Is forgiveness always possible for Christians?

## PSHE – Valuing difference

- To recognise and challenge prejudice and understand the negative effects of stereotypes.
- To resolve differences by seeing and respecting others’ points of view, making decisions and explaining choices.
- **Relax Kids** - To recognise their own feelings and develop strategies for managing their own emotions.

## **PE**

### **Outdoor/ Football**

- To play in a team and help each other.
- To recognise when speed, strength and stamina are important in games.
- To develop their attacking and defending skills.
- To use and adapt tactics, such as creating space and communicating in different game situations.
- To develop the range and consistency of their passing and receiving skills.
- To use rules and adapt tactics in different situations.
- To explore how to dribble and stop a football.
- To recognise aspects of their work that needs improving.

### **French – Animals and Instruments**

- To learn and remember 10 animal names and the determiners/articles.
- To name instruments and the correct determiners/articles.
- To attempt to use vocabulary in simple sentences.

### **Music** – Ukulele taught by Mr Hutton