

English

The children will be writing their own play scripts, developing their ability to work collaboratively and to read and perform with confidence and expression. They will be studying the book 'Toro Toro' by Michael Morpurgo, to link in with our Europe theme. We will be immersing ourselves in the book and using it to inspire us to create a fictional piece of writing. The children will be writing reports comparing two different European countries.

Science

The focus in science for the next two terms is electricity. During this unit, the children will learn how to construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. They will carry out investigations to explore such questions as: why are some bulbs brighter than others, which materials are conductors/insulators and how can we make a switch? They will also learn to identify common appliances that run on electricity and to compare appliances that run on mains electricity and batteries.

Geography

Using a range of maps, atlases, globes and computer maps, the children will locate the continents of the world. They will focus particularly on Europe, discovering its countries and the key physical and human characteristics of the continent. They will explore specific regions within two European countries, comparing the differences and similarities between them. They will be able to record their learning in a personal 'passport'.

Art

By investigating the works of European artists children will be able to note the influencing patterns and styles that are prominent across the continent. Some of the artists we will be looking at will be Algeiro Boetti, Vincent Van Gogh and Wassily Kandinski.

DT

Children will understand and use an electrical system in the design and making of a simple electrical appliance. They will also investigate the ingredients used in European savoury dishes and how to utilise them to create their own recipes.

PSHE

We will be continuing with our PSHE themes: Why are we here? Praise and criticism, personal power, the power to choose, thinking about feelings, managing difficult feelings, nurturing ourselves, peer power, celebrating differences, saying goodbye.

Mathematics

In fractions, the children will be recognising and showing common, equivalent fractions. They will be counting up and down in hundreds and solving problems to calculate quantities. In decimals, they will be recognising and writing decimal equivalents. They will read, write and convert time between analogue and digital 12 and 24 hour clocks. The children will also be estimating, comparing and calculating money in pounds and pence.

History

Children will study the Roman Empire and how it impacted on Britain and the Celts, bringing them out of the Iron Age, into a more progressive, civilised way of life. This will be approached through the development of historical skills such as understanding characteristic ideas, beliefs and attitudes; looking at continuity and change; understanding significance, making connections and evaluating evidence.



Year 4 Curriculum Term 3 and 4

PE

Children will develop flexibility, strength, technique, control and stamina through circuit training and they will work on their performance in dance by executing routines that use a range of movement patterns. They will also have the opportunity to improve their hand to eye co-ordination and basic ball control skills by playing netball and their skills of team work by playing the competitive sport of tag rugby.

Music

Children will develop their understanding of the dimensions of music, such as texture, tone and pitch. They will also be having an external tutor guide them through playing the Ukulele and composing and performing musical pieces.

RE

Children will hear about the Christian celebrations of Epiphany, Lent, Easter and Ascension, through exploring the life of Jesus. The focus on Lent and Easter will challenge their understanding of the relevance of these events in today's modern world.

Computing

In the next unit of computing, the children work together to design a simple toy that incorporates sensors and outputs and then create an on-screen prototype of their toy in Scratch. Finally, they pitch their toy idea to a Dragons' Den-style panel. The children will also create and edit their own piece of digital music.