

Year Group: 4 Term: Summer		Record product aquestical bridge	NEY CONTRACTOR
<u>RE</u>	<u>English</u>	<u>Maths</u>	<u>Science</u>
New Life Building Bridges God's People To use a range of religious vocabulary. To ask and respond to questions about their own and others' experiences and feelings To retell a narrative that is accurate in detail and sequence and corresponds to the scripture source used. To make links between beliefs and sources, given reasons for actions and choices To make links between beliefs and worship giving reasons for actions and symbols To express a preference or point of view. To use a given source to support a point of view. To make links to show how feelings and beliefs affect their behaviour and that of others	Class Novels: When the Mountain's Roared by Jess Butterworth, How to Train Your Dragon by Cressida Cowell Picture books: Escape from Pompeii by Christina Balit Whole class guided reading - linked to class novel. Whole class guided reading – Ashley Booth Book talk To discuss books read independently and within a group. To identify and summarise the main ideas drawn from more than one paragraph. To listen to and read a wide range of fiction, poetry, plays, non-fiction and reference books. To draw inferences about characters feelings, thoughts and motives from their actions. To use evidence to justify inferences. To explain the meaning of words in context. Writing – Persuasive letter, narrative, free verse poetry, non-chronological report To discuss writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and	Decimals To compare numbers with the same number of decimal places up to two decimal places. To round decimals with one decimal place to the nearest whole number. Recognise and write decimal equivalents to ¼, ¼, and ¾. To understand the effect of dividing a one or two-digit number by 10 or 100. To identify the value of the digits in the answer as ones, tenths and hundredths. Money Estimate, compare and calculate different measures, including money in pounds and pence. Solve simple measure and money problems involving fractions and decimals to two decimal places Time To read, write and convert time between analogue and digital 12- and 24-hour clocks. To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. Statistics	To identify how sounds are made, associating some of them with something vibrating. To recognise that vibrations from sounds travel through a medium to the ear. To find patterns between the pitch of a sound and features of the object that produced it. To find patterns between the volume of a sound and the strength of the vibrations that produced it. To recognise that sounds get fainter as the distance from the sound source increases. States of Matter To compare and group materials together, according to whether they are solids, liquids or gases. To 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). To identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.
	grammar.	To interpret and present discrete and	



	To plan, write and edit writing in line with given genres. To create settings characters and plots in narrative writing. To organise paragraphs around a theme. To proof-read for spelling and punctuation errors. To use a dictionary to check the spelling of more ambitious word choices. To read aloud their own writing, to a group or the whole class. SPAG – fronted adverbials, subordinating clauses, prefixes and suffixes, relative clauses To write sentences which contain more than one clause by using a range of conjunctions. To add prefixes to make new words. To use commas after a fronted adverbial. To begin to use relative clauses.	 continuous data using appropriate graphical methods e.g. line graphs. To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. Properties of Shape To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. To identify acute and obtuse angles and compare and order angles up to two right angles by size. To identify lines of symmetry in 2D shapes presented in different orientations. To complete a simple symmetric figure with respect to a specific line of symmetry. Position and direction To describe positions on a 2D grid as coordinates in the first quadrant. To describe movement between positions as translations of a given unit to the left/right and up/down. To plot specified points and draw sides to complete a given polygon. 	
<u>History</u>	<u>Geography</u>	Art	DT
Why was Roman technology so important? To find out about the Roman Empire and its impact on Britain. To know the locations of the Roman Empire. To use a timeline to place the Romans in the chronology of the UK.	What can we discover about Europe? To use satellite images to recognise land features such as mountains and areas of water surrounding Europe. To understand the impact of climate zones of Europe on the weather, use of simple climate graphs.	Formal Elements of Art – Shape & Tone To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	Food and Nutrition To understand and apply the principles of a healthy and varied diet To prepare and cook a variety of dishes using a range of cooking techniques To know how and where ingredients are grown, reared, caught and processed.



To identify key features of Roman life.	The identity and locate of some of the key landmarks of Europe, using grid references and following compass directions, on an atlas or map. To find out about the distribution of natural resources including energy, crops and minerals around Europe. Use of a thematic map and extended key.	To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].	
Music	<u>PE</u>	Computing	MFL
Durham Charanga – Blackbird, Reflect, rewind, replay To listen with attention to detail and recall sounds with increasing aural memory. To develop an understanding of the history of music. To play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency and expression. To improvise and compose music for a range of purposes. To use and understand staff and other musical notations.	Outdoor and adventurous – search and rescue To take part in outdoor and adventurous activity challenges both individually and within a team. Athletics – faster, higher, further To jump with control, balance and co- ordination, using appropriate technique when taking off and landing To develop and improve running skills To be able to describe the pull, sling and push throwing technique To be able to suggest which throwing technique is best to use for each piece of equipment To work effectively in a team Swimming & Water Safety To swim competently, confidently and proficiently over a distance of at least 25 metres. To use a range of strokes effectively. To perform safe self-rescue in different water-based situations.	Online safety To use technology safely, respectfully and responsibly; recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact. Coding To design, write and debug programs that accomplish specific goals. To use sequence, selection and repetition in programs; work with variables and various forms of input and output. To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Spreadsheets To use technology to collect, analyse, evaluate and present data	Body parts (Rich Text - Monster Body) Food (Rich Text - Hungry Caterpillar) To understand familiar words and phrases. To listen attentively to spoken language. To say and/or repeat a few words and short simple phrases. To recognise and read out a few familiar words or phrases. To use visual clues to help with reading. To read known sounds within words To write or copy simple words and/or symbols correctly.

