

Year 4	'Where is Home?'	Autumn Term 1	2018/2019
<p><b><u>English</u></b></p> <p><b>Robin Hood</b></p> <ul style="list-style-type: none"> <li>• Range of writing, adventure and Legends.</li> <li>• Draft and write paragraphs around a theme, developing an idea or concept throughout.</li> <li>• Draft and write narratives, creating more detailed settings, character and plot.</li> <li>• Use and punctuate direct speech in sentences with more than one piece of dialogue for the speaker.</li> <li>• Use and understand grammatical terminology appropriately and accurately.</li> <li>• Extend the range of sentences with more than one clause by using a wider range of conjunctions, including: <i>when, if, because, although, once, since, until, whereas, rather than</i> and <i>even though</i>.</li> </ul>			
<p><b><u>Mathematics</u></b></p> <p><b>Number - Place Value</b></p> <ul style="list-style-type: none"> <li>• Count in multiples of 6, 7, 9, 25 and 1000.</li> <li>• Find 1000 more or less than a given number.</li> <li>• Count backwards through zero to include negative numbers.</li> <li>• Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones)</li> <li>• Order and compare numbers beyond 1000</li> <li>• Identify, represent and estimate numbers using different representations.</li> <li>• Round any number to the nearest 10, 100 or 1000</li> <li>• Solve number and practical problems that involve all of the above and with increasingly large positive numbers.</li> <li>• Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.</li> </ul> <p><b>Number - Addition and Subtraction</b></p> <ul style="list-style-type: none"> <li>• Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</li> </ul>			
<p><b><u>Science</u></b></p> <p><b>Circuits and electricity</b></p> <ul style="list-style-type: none"> <li>• Identify common appliances that run on electricity.</li> <li>• Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.</li> <li>• Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.</li> <li>• Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.</li> <li>• Recognise some common conductors and insulators, and associate metals with being good conductors.</li> </ul>			
<p><b><u>Religious Education</u></b></p> <p><b>Ten commandments</b></p> <ul style="list-style-type: none"> <li>• Rules for our school/class</li> <li>• Look at the commandments given to Moses, compare to rule and laws we follow today</li> </ul>			
<p><b><u>Computing</u></b></p> <p><b>Coding</b></p>			

- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

## Physical Education

### **Netball/Football**

- Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending

## History

### **Dunstable Local Study**

- The history of the Priory Church and how it is linked to Henry VIII
- Looking at how over time how several aspects of national history are reflected in the locality

## Geography

### **Keswick v Dunstable**

Understand geographical similarities and differences through the study of human and physical geography of a region of Keswick and Dunstable in the United Kingdom.

## Technology

### **Circuits**

- To understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]

## Art and Design

### **Landscapes**

- To create sketch books to record their observations and use them to review and revisit ideas. Looking at Landscape drawings and creating their own landscape drawings inspired by Dunstable Downs.
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. Working with Paint/Collage.
- About great artists, architects and designers in history. Looking at the artist John Constable.

## Music

### **Mamma Mia**

- Begin to recognise the basic style indicators of ABBA's music.
- Use your body to find the pulse.
- After listening, talk about the song and answer the questions together using correct musical language.
- Take part in many musical Activities (embed with increasing depth over time.)
- Looking at Warm-up Games
- Learn to Sing the Song - Mamma Mia: Start to learn to sing the song.
- Perform and share what has taken place in the lessons; to mainly sing the song.

## PSHE

**Values - Positivity**

- What does it mean to be positive?
- How can we plan with others about how you might show positivity towards people in trouble?

**Modern Foreign Languages****All about me**

- Listen attentively to spoken language and show understanding by joining in and responding to greetings and instructions.
- Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words