

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