

Our Year 4 Curriculum - Summer 1



Lens & Big
Question



Power and Monarchy: How was the Anglo Saxons' conquest of Britain similar or different to the Romans' conquest?

Maths



The children will learn:

Decimals: tenths, dividing by 10s, hundredths, dividing by 100s, making a whole, writing and comparing decimals, ordering and rounding decimals, halves and quarters, problem solving with decimals.

Money: pounds and pence, ordering and rounding money.

English





'Beowulf' by Michael Morpurgo

Writing:

Creating a WANTED poster for a character (commas in a list and nouns/pronouns). Descriptive phrases in sentences of characters and settings.

Retelling of a story using descriptive sentences.

Non chronological report- Beware the Swamp Monsters.

Additional Texts: Anglo Saxon Boy and Alfred the Great & the Anglo Saxons

Reading:

'Beowulf' by Michael Morpurgo

Reading Behaviours: Answering in full sentences, using the word because and quotes from the text to back up our answers. Reading Strategies: Inference, Evaluation and combining different reading strategies.

History



Britain's settlement by Anglo-Saxons.

The children will learn:

- -the causes of the Roman withdrawal from Britain in c. AD 410 and the fall of the Western Roman Empire.
- -who the Anglo-Saxons were, where they came from and why the Anglo-Saxons wanted to invade Britain (comparing this with Roman motives).
- what was buried at Sutton Hoo and how historians have interpreted the findings/what they tell us about Anglo-Saxons life.
- -which gods the Anglo-Saxons worshipped/how Christianity spread in this time

Science



Living things and their habitats.

Are some animals more alike than others?

The children will learn that animals can be grouped based on their physical characteristics and based on their behavior; that living things are divided into kingdoms; that a species is a group of living things that have many similarities that can reproduce together to produce offspring; that a classification key uses questions to sort and identify different living things; how to use a classification key to identify living things; how to create a classification key to sort plants on the school premises.

Religious Education



Hinduism

The children will learn about Hindu beliefs and practices. The children will learn about Mahatma Gandhi; as an inspirational leader; his actions and how they influenced Hinduism by standing up against oppression through non-violence and civil disobedience; reflect on how Ghandi's, values actions inspiration might influence people today.

Design Technology



Textiles: Weaving

The children will create an Anglo-Saxon coin purse. The children will learn that; the Anglo Saxons were people who inhabited Britain from the 5th

	century; they had a purse to carry their coins, usually attached to a wide leather belt; that the purpose of a purse/wallet is to hold money. The children will measure and cut fabric with some accuracy and learn to complete two main types of stitch (running stitch and back stitch) to form an AngloSaxon inspired bag/ purse.
PSHE	How can we manage our feelings? How can our choices make a difference to others and the environment? Children will learn how people have a shared responsibility to help protect the world around them; how everyday choices can affect the environment; how what people choose to buy or spend money on can affect others or the environment; the skills and vocabulary to share their thoughts, ideas and opinions in discussion about topical issues; how to show care and concern for others; how to carry out personal responsibilities in a caring and compassionate way.
	British Value - Rule of Law
Music	Exploring signals-Duration The children will learn to sing call and response songs; to lead call and response songs with more confidence; to identify pitch changes in songs that they sing; to sing with a wider range of pitch and longer phrases; to find thinking voice with confidence; to hear musical phrases.
Computing	The children will understand that problems can be solved more easily using computational thinking. Look at what the different code blocks do and create a simple game. Understand the terms 'pattern recognition' and 'abstraction' and how they help to solve a problem. Create a Scratch program which draws a square and at least one other shape. Understand how computational thinking can help to solve problems and apply computational thinking to problems they face.
	Online Safety - Looking at how companies encourage us to buy online.
French	Au Café This half-term, children will learn the names of different breakfast foods and drinks and will create a menu for a French café. They will practise their speaking and listening skills by carrying out a survey - asking their classmates what they have for breakfast.
Outdoor PE	Athletics Children will learn basic running, jumping and throwing techniques. They will be set challenges for distance and time that involve using different styles and combinations of running, jumping and throwing. As in all athletic activities, pupils think about how to achieve their greatest possible speed, height, distance or accuracy and learn how to persevere to achieve their personal best. In this unit pupils will experience running for distance, sprinting, relay, long jump, vertical jump and javelin.
Indoor PE	Dodgeball/Swimming Children will improve on key skills used in dodgeball such as throwing, dodging and catching; how to apply simple tactics to the game to outwit their opponent; hitting opponents with a ball whilst avoiding being hit. Pupils will be given opportunities to play games independently and taught the importance of being honest whilst playing to the rules; evaluate and improve on their own and others performances. Swimming - water safety & personal survival