YEAR 4

AUTUMN 2 2026 - 2027

RE

Unit: 4.2: Christmas

Our topic for this half term is centred around the question:

Why is Jesus described as the light of the world?

Children will learn that:

- Hanukkah is an important Jewish festival of light.
- Light is used as a metaphor to describe Jesus and his impact on the world.
- The light of Jesus brings hope in dark places.

ENGLISH

Rumaysa

- Fairy Tales
- Poetry

MATHS

Statistics
Multiplication
Division
Time
3D shapes

SCIENCE

Material changes - Reversible & irreversible

Children will learn:

Compare and group materials together, according to whether they are solids, liquids or gases.

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).

Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

HISTORY

Ancient Civilizations

Our topic for this half term is centred around the question:

What do the ancient civilisations have in common?

Children will find out about life during these civilisations:

Indus Valley c.3300BCE - 1300BCE
Ancient Sumer 5000BCE - 1940BCE
Shang Dynasty 1600BCE - 1046BCE
Ancient Egypt 3150BCE - 30BCE

FRENCH

Our topic this term is centred around learning grammar and vocabulary based on food.

PSHE

Jigsaw - Puzzle 2

Celebrating Differences

In this unit the children will talk about judging people by their appearance, first impressions and influences They will talk about bullying, including online bullying and what to do if they suspect or know that it is taking place. They will discuss the pressures of being a witness and why some people choose to join in or choose to not tell anyone about what they have seen. They will talk about their own uniqueness and what is special about them.

Art

Patterns and Pumpkins

Children will study the work of Yayoi Kusama.

Making 3D pumpkins from clay. Exploring texture and pattern by printmaking using bubble wrap.

COMPUTING

Computer Science Programming

Programming - Repetition in shapes

Children will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.

PE

Lancashire Scheme of Work with Mr Phillipson