

CURRICULUM Spring Term – Year 4

English

Writing - This term, pupils will practise writing in the first person, learning how to share thoughts and feelings effectively and how to use contractions appropriately. Pupils will also learn to recognise and apply both formal and informal language in their writing. We will write a diary extract and a non - chronological report.

Reading - This term, pupils will read Kensuke's Kingdom by Michael Morpurgo, exploring the plot in depth and using VIPERS reading strategies to develop and strengthen their reading comprehension skills.

SPAG - This term, pupils will explore prefixes, suffixes, adverbials, and prepositions, as well as develop their skills in using a dictionary accurately and effectively.

Maths

Number: Factors and factor pairs. revising column addition and subtraction strategies.

Calculations: Times tables multiplication and division facts, multiply and divide multiples of 10 and 100, grid multiplication: vertical layout, division: chunking with remainders. Bus stop division. Efficient multiplication and problem solving.

Fractions & Decimals: unit and non-unit fractions of amounts, equivalent fractions, simplest form, +/-, introduce one place decimals, consolidate one place decimal numbers, rehearse equivalence.

Shape/Geometry: Draw circles, study polygons, eg. triangles, identify and explore 3D shapes, co-ordinates: draw polygons, line of symmetry: identify and construct, angle types; properties of polygons

Science

Living Things: Functions of plants, requirements for life/growth, water transport, pollination, seed formation/dispersal.

PSHE

Living in the Wider World: Financial awareness, charity and expressing emotions

Living in the Wider World: Online safety and awareness and stereotypes

Art

Local landscapes - study a range of landscape artists and experiment with different painting techniques, colours and textures.

Norse Art - explore Scandinavian art, learning about key artistic styles and cultural aspects associated with Norse heritage.

Digital Technology

Coding – making a game: use coding apps to design and create a digital game

Coding - Big Trax: design and create an assault course & program a big trax to complete it

Humanities

Settlements – understanding what settlements are, exploring their features, location and how they grow over time, as well as studying our local area.

Vikings –when they ruled England, their history, culture and daily life.

RE

Judaism: Beliefs and practices – the celebration of Passover, symbols of Passover (seder plate, prayer shawls)

Christianity: Easter – how Jesus' life, death and resurrection teaches Christians about