English

Study The Egyptian Cinderella and Demon Dentist. Discussion Text

To begin to recognise which persuasive text present a single viewpoint.

To continue to explore the expression of different views through discussion, role play and drama. **Explanation Text**

To read and analyse explanatory texts to identify key features.

To orally summarise processes carried out in the classroom and on screen in flowcharts or cyclical diagrams as appropriate.

To write explanatory texts independently, using the conventions modelled in shared writing.

<u>Instructional Text</u>

To give clear oral instructions to achieve the completion of a common task.

To follow oral instructions of increased complexity.

To evaluate sets of instructions.

<u>Narrative</u>

To develop understanding of story structure. To look for evidence of small details that authors use to evoke time, place and mood.

To look for evidence of the way that characters behave in different settings.

To plan complete stories by identifying stages in the telling

Non-Chronological Report

To collect information to write a report in which two or more subjects are compared. To draw attention to the precision in the use of

technical terminology. To plan, compose, edit, and refine short non-

chronological comparative report.

<u>Persuasion</u>

To read and analyse a range of persuasive texts to identify key features.

To analyse how a particular view can most convincingly be presented.

To evaluate advertisements for their impact, appeal, and honesty, focusing in particular on how information about the product is presented. To both orally and in writing, assemble and sequence points to plan the presentation of a point

of view. To use writing frames if necessary, to back up points of view with illustrations and examples. To design an advertisement, such as a poster or radio jingle, on paper or screen.

<u>Poetry</u>

To describe the poem's impact and explain own interpretation by referring to the poem. To vary volume, pace and use appropriate expression when performing use actions, sound effects, musical patterns and images to enhance a

To use language playfully to exaggerate or pretend.

poem's meaning.

To watch or listen to third person recounts such as news or sports reports on television, radio or podcast.

To identify the sequence of main events. To read examples of third person recounts and recount the same event in a variety of ways.

Mathematics

Place Value

To identify, represent and estimate numbers using different representations.

To read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of zero and place value.

To count in multiples of 25.

To count backwards through zero to include negative

To find 100 more or less than a given number. To recognise the place value of each digit in a fourdigit number.

To order and compare numbers beyond 1000.

To round any number to the nearest 10, 100 or 1000. To solve number and practical problems that involve place value and with increasingly large positive numbers.

Addition and subtraction

To add and subtract numbers with up to 4 digits using a formal written method.

To estimate and use inverse operation to check answers to a calculation.

To solve addition and subtraction two-step problems in contexts, deciding which operation and methods to use and why.

Length and Perimeter

To convert between different units of measure. To estimate, compare and calculate different

To measure and calculate the perimeter of a rectilinear figure in centimetres and metres. Multiplication and Division.

To count in multiples of 6, 7, 9 and 1000. To recall multiplication and division facts for multiplication tables up to 12x12.

To use place value, known and derived facts to multiply and divide mentally,

To recognise and use factor pairs and commutativity in mental calculations.

Science

Sound

To identify how sounds are made, associating some of them with something vibrating.

To recognise that vibrations from sounds travel through a medium to the ear.

To find patterns between the pitch of a sound and features of the object that produced it.

To find patterns between the volume of a sound and the strength of the vibrations that produced it. To recognise that sounds get fainter as the distance from the sound source increases.

Teeth and nutrition

To describe the simple functions of the basic parts of the digestive system in humans.

To identify the different types of teeth in humans and their simple functions.

To construct and interpret a variety of food chains, identifying producers, predators and prey. Seasonal change

To observe the trees and plants throughout the

Autumn Term Year 4

Ancient Equpt!



Music

Mamma Mia

To identify the character in a piece of music. To identify and describe the different purposes of

To sing songs from memory with accurate pitch. To improvise using repeated patterns.

To use notation to record compositions in a small group or on my own.

To use notation to record and interpret sequences of pitches.

Christmas carol service

To sing from memory with accurate pitch. To sing in tune.

To maintain a simple part within a group. To pronounce words within a song clearly. To show control of voice.

Ancient Egypt

To locate Egypt in the world using geographical language such as Equator.

To locate areas of importance within Egypt such as major cities and landmarks.

Geography

To understand the many reasons why the Nile was important and why people chose to live there.

To understand that there were also difficulties in living near the River Nile.

To explore whether Egyptians still live near the River Nile today and why this may have changed through comparing and contrasting Ancient and Modern Egypt.

History

Ancient Egypt

To plot events on a timeline using centuries. To use my mathematical skills to round up time differences into centuries and decades.

To explain how the lives of wealthy people were different from the lives of poorer people.

To explain how historic items and artefacts can be used to help build up a picture of life in the past. To research what it was like for children in a given period of history and present my findings to an audience.

French

As-tu un animal? Do you have any animals?

To understand and use animal vocabulary.

To ask and answer the question 'As-tu un animal?'

To say what my pet is called.

To ask others what their pet is called.

To say how old my pet is.

To ask others how old their pet is.

To use adjectives to describe my pet.

To say how many of my classmates have a

To say which animals I like and ask others which animals they like.

<u>Art</u>

Formal elements of art

To experiment with the different marks that charcoal can make and represent words and phrases in an abstract way.

To imprint texture and pattern into a piece of playdough.

To create prints by applying ink to the surface and placing a piece of paper on top.

To draw around geometric shapes onto polystyrene foam and securing to a cork or lego brick to create a stamp for a repeated pattern.

To draw an image and then select a small section to trace into one square of a quadrant, then continuously flip and trace into the next square of the quadrant.

To use a compass to make an image of overlapping and interconnected circles to recreate the sacred geometric symbol, 'the flower of life'.

Slingshot Cars

To use kinetic energy to power slingshot cars.

To design and make a slingshot car.

To test the effectiveness in time trials

Pavilions To introduce pavilion architecture.

To experiment with frame structures.

To design a landscape and pavilion.

To use a wider range of materials and construction techniques.

Computing

Programming
To recall the key features of Scratch.
To understand how a Scratch game works by using decomposition to identify key features. To understand what a variable is and how to make

To understand how to make a variable in Scratch.

To use knowledge of how variables work to create a

<u>Investigating weather</u> To log data taken from online sources within a spreadsheet.

To design a weather station.

To design an automated machine to respond to sensor data.

To understand how weather forecasts are made. To use green screen technology in a video to present a weather forecast.

Invasion Games

To pass, receive and shoot the ball with increasing

To work as part of a team to keep possession and score goals when attacking.

To defend one on one and know when and how to win the ball.

To use simple tactics to help a team score or gain possession.

Fundamentals through multi-skills

To travel in different ways changing direction and speed easily

To show an awareness of space and know how to use it in games.

To describe what happens to breathing and heart rate during different activity.

To develop reaction, control and consistency in their ball control skills.

To recognise and explain that speed, strength and stamina are important in performance. To know how to position their bodies, hands, feet

and equipment to pass and receive a ball. To use a range of techniques when passing e.g.

PSHE

Physical Health and wellbeing

high, low, bounced, fast, slow.

To learn why people may eat or avoid certain foods. To learn about other factors that contribute to people's food choices.

To learn about the importance of getting enough sleep.

Keeping safe and managing risks

To learn how to be safe in their computer gaming

To learn about keeping safe near roads, rail, water, building sites and around fireworks.

To learn what to do in an emergency and basic emergency first aid procedure.

RE

How religious people show they care.

To understand how a local church cares for people. To identify religious organisations or charities that help others and what they do.

To understand why Christians help others by identifying what the Bible teaches them about caring for others.

To understand how and why Jews help others. To understand what happens on Mitzvah Day and why it is important.

Jesus - Light of the world

To understand how Jesus is depicted as the light of

To recognise the symbols in the Advent ring. To understand the messages of light in the world