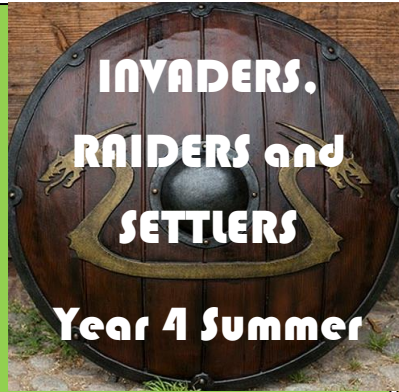


MATHS

Children will learn:

- About making a whole with decimals
- To write, compare and order decimals
- To round decimals
- About halves and quarters
- About pounds and pence and conversions between them
- To order money
- To add and subtract money including when change is given
- To tell the time to the nearest 5 minutes and minute
- About a.m and p.m. and also the 24 hour clock
- About different time scales including hours, minutes, seconds, years, months weeks and days
- To convert between analogue and digital times
- To interpret charts
- About line graphs
- To identify, compare and order angles
- About the different types of triangles and quadrilaterals
- About symmetry, identifying lines of symmetry and also completing symmetrical figures
- About positions and movements on a grid



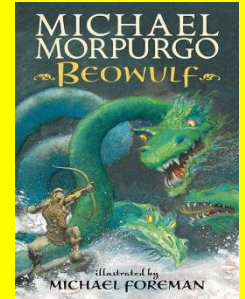
READING AND WRITING

Children will continue to use VIPERS in Guided Reading sessions.

The class books they will be reading are: Beowulf by Michael Morpurgo and Viking Boy

In grammar lessons the children will learn about:

- Direct speech
- Past tense
- Figurative language
- The use of commas
- Pronouns



In writing the children will be using their knowledge to write:

- A non-chronological report
- A descriptive piece
- Narratives
- Character descriptions
- Poetry
- Instructions
- Letters



RE

Children will be learning about:

Islam

- The importance of prayer
- The Five Pillars
- About the prophet Muhammad
- The Qur'an
- Key celebrations

FRENCH

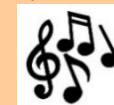
Children will learn:

- Animals
- Adjectives: position and agreement
- To write a book based on 'Ours Brun, dis-moi'
- Which countries speak French
- The Euro
- To describe families

MUSIC

Children will learn:

- To play the recorder with increasing accuracy, fluency, control and expression.
- Listen with attention to detail.
- Appreciate and understand music from great composers.



COMPUTING

Children will learn:

- How to use sequence, selection, and repetition programs in Scratch
- To 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
- To blog



SCIENCE

Working scientifically

Children will learn:

- To take accurate measurements using thermometers
- To set up practical enquiries, comparatives and fair tests
- To use results to draw simple conclusions, make predictions and suggest improvements
- To record findings using graphs

States of Matter

Children will learn:

- How to compare and group materials according to whether they are solids, liquids or gases
- That materials change state according to whether they are heated or cooled
- About the water cycle including evaporation and condensation

GEOGRAPHY AND HISTORY

In Geography children will learn:

- To use atlases and maps to locate and name particular countries in Europe associated with the Anglo-Saxons and Vikings.
- The eight points of a compass and use these to describe directions
- To read maps
- Why people choose to settle in a particular area

In History children will learn:

- About the Anglo-Saxons and Vikings including: beliefs, agriculture and family life
- About key figures associated with this period
- The chronology of the time period
- The legacy we still see today
- How to research using a range of sources



PSHE

Children will be following the Jigsaw programme and learn:

- About the relationships they have with different people
- About loss
- About animal rights
- How to show love and appreciation to the people and animals who are special to them
- That some of their characteristics come from their birth parents
- RSHE
- How bodies change as we age
- About changes that are in their control and out of their control and how to accept this
- About the transition to year 5

**INVADERS, RAIDERS and
SETTLERS**

Year 4 SUMMER

PE

Children will learn:

- To perform a variety of movements and skills with good body tension
- To link actions together so that they flow in running, jumping and throwing activities
- To select and apply a range of skills with good consistency and control
- To perform a range of skills with some control and consistency
- How often and long they should exercise to be healthy
- To monitor how hard they are working
- Why their body feels a certain way during and after exercise
- To use equipment appropriately and move and land safely

Which will be explored through basketball, cricket and athletics and with a focus on the Health and Fitness and Personal cogs.

ART and DESIGN and TECHNOLOGY

In art the children will learn:

- About the artist Olafur Eliasson
- To develop their mastery of painting, drawing and sculpture based on Olafur Eliasson's work and also on Viking artefacts.

In Design and Technology children will learn:

- About Viking Longships and design, make and evaluate their own.
- About weaving

