Studlands Rise First School – Year 4 Overview – Spring Term

Literacy
Writing and Performing a Play
Settings
Persuasion
Vocabulary Building - poetry
Narrative Poetry
Take One Book

Maths
Number and place value
Addition and Subtraction
Multiplication and division
Geometry
Measure
Fractions
Statistics

History

Art
Monet
- Improve their mastery of art and design techniques, including drawing and painting.
- Learn about great artists in history.

D & T
Balloon Buggies
- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams.
- Select from and use a wider range of tools and equipment.
- Select from and use a wider range of materials and components, including construction materials, according to their functional properties and aesthetic qualities.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Understand and use mechanical systems in their products.

Geography
Place Knowledge
- Children will understand similarities and differences by comparing the human and physical geography of a region of the UK with a region in a European country and a region in America.
- Describe and understand key aspects of physical and human geography.

Science
Changes of state (Solid, liquid, gas).
- Make systematic and careful observations.
- Record findings.
- Report on findings.
- 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 ^{o}C.

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

ICT
Programmable devices (Pivot)
- Design, write and debug programs that accomplish specific goals.
- Use sequence, selection, and repetition in programs.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

RE
Belonging – Christian and Sikh
- Develop religious and moral vocabulary to describe key features and know beliefs, ideas and teachings for some religions.
- Recognise what influences them in their lives. Identify the influence religion has on lives, cultures and communities including their own.

The Importance of Sharing Food –
Christian and Sikh
- Recognise what influences them in their lives. Identify the influence religion has on lives, cultures and communities including their own.
- Know the function of objects, people and places within religious practices and lifestyles. Begin to recognize key similarities and differences.
- Begin to identify the impact of religious teachings, including the effect sacred texts have on believers' lives. Identify religious symbols and symbolic actions

Easter

Music
Music Express
Musical Boost Days
Notation
Youth Makes Music
- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- Improvise and compose music for a range of purposes.
- Listen with attention to detail and recall sounds with increasing memory.
- Use and understand the staff and other musical notations.

PSHCE
Going for Goals
Good to be me

PE
Swimming
- Swim competently, confidently and proficiently over a distance of 25 metres.
- Use a range of strokes effectively.
- Perform safe self-rescue in different water-based situations.

Football and Rugby
- Play competitive games and apply basic principles suitable for attacking and defending.

Athletics
- Use running, jumping, throwing and catching in isolation and in combination.
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.