

Term: Autumn 1 and 2
Key Stage 2
Year 4

Maths

- Number and place value
- Addition and subtraction (mental and written methods)
- Multiplication and division (mental and written methods)
- Length and mass (incl. Units of measurements)
- 2D/3D shape
- Data Handling

Music

- explore, choose, combine and organise musical ideas using an electronic sound source
- link to standalone Science unit on sound.

History

- British history beyond 1066
- The Great Plague of 1665
- Tudors/Stuarts and sanitation
- Famous People

ICT

- Programming/Hardware
- Data Handling
- E-Safety

RE

- Rules
- Class Value – Respect
- Christmas

Literacy

Fiction

- Stories with fantasy settings
- Film and play scripts
- Fairy Tales

Non-fiction

- Recount: Newspapers
- Explanation Texts

Poetry

- “Classic” Poetry

PSHE

New beginnings:

- Belonging
- Self-awareness
- Understanding my feelings and those of others
- Managing my feelings
- Social skills
- Making choices
- Understanding rights and responsibilities

Getting on and falling out:

- Friendship
- Seeing something from someone else’s point of view
- Working together
- Managing feelings – anger
- Resolving conflict

Sparks might Fly!

The Great Plague

Geography

- Rubbish and recycling
- Environmental study
- Effects on our landscape
- Human effects
- Pollution and Global Warming
- Renewable energy

Science

- Electricity - series circuits, switches, conductors, insulators
- Famous Scientists
- Generating Electricity
- On-going unit on Sound

Art

- Drawing skills
- Drawing and painting of skulls
- Sugar skulls

Class routines

PE: Tuesdays and Thursdays

Reading books: changed daily if the children have read at home and completed the book. Please make sure you sign to say the children have completed their book. Children are responsible for changing their own books in Y4.

Spellings: given weekly on Friday

Homework: given Friday to be completed by following Wednesday.

Tests: Spellings on Friday, Mental Maths or Times Tables on Friday

PE

Dance

Games

- TAUGHT BY SPORTS PARTNERSHIP

D&T

- ICT and electrical systems - control and electrical components
- Design an electrical device for a fantasy creature/situation