



CURRICULUM Spring Term – Year 4

English Writing:

Narrative - Re write a scene from Emma Carrol's, Secrets of a Sun King from a different perspective. Using emotive language and emcompassing a character's thoughts, expressions and attitudes.

Poetry - Explore Michael Rosen's poems and their technical language from ballads to poetic devices. Create our own ballads using a rhyme scheme. Present our poems focusing on intonation and pace.

Reading: Whole Class reader - Once by Morris Gleitzman. Comprehension texts – to confidently use VIPERS to accurately answer questions on a range of text types.

SPAG: adverbials and verb tenses, use conjunctions to order and explain and adverbs to order and specify. Revise speech punctuation and add detail using conjunctions of time and cause.

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

Materials – States of Matter: evaporation & condensation (water cycle) How different materials can be used (link to History) Electricity – Introduction to electricity: safety, simple circuits, drawing accurate circuits

Humanities

History - Ancient Egypt: a cultural study of monuments, art and citizens of ancient Egypt.

Geography – Deserts: desert climates, life in the desert for people/creatures that live there, how they have adapted to life there, iobs and vegetation and adaptation

Computing

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

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 forgiveness

PSHE

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

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

Art

D.T./3D Art: Design and create canopic jars (link to History)

Painting: Cultural paintings: exploring pattern and texture (link to Geography)