Year 4 Summer Term 1 Curriculum Overview The Environment

English Outcomes: Writing - Children write a Persuasive Speech, encouraging members of the public to Plan writing to suit audience and purpose. Recycle as much of their waste as possible -Use organisational and presentational features. **Key Objectives Covered:** Use consistent appropriate tense. Plan writing by: Discussing, writing similar to that which they - Apply knowledge of morphology and etymology when reading new planning to write in order to understand and learn from its structure, vocabulary & grammar - Discuss words and phrases that capture the reader's imagination. Develop legible, fluent handwriting. Asking questions to improve their understanding of a text. In non-narrative material using simple organisational devices, e.g. - Identify how language, structure and presentation contribute to headings & sub-headings. meaning. **Target Sentences** - Retrieve and record information from non-fiction. Conjunctions, Question, List, BOYS, All the W's, Drop In & Simile -Identifying main ideas drawn from more than one paragraph and summarising it. Speaking and Listening Vocabulary, Grammar and Punctuation the whole class using -Read aloud their own writing to a g Secure spelling, including homophones, prefixes, silent letters, etc. appropriate intonation and cont ne and volume so that Using conjunctions, adverbs & preposition to express time & the meaning is clear. clause. - Extending range of sentences with more than one clause by using a wider range of conjunctions **Mathematics** th the same number of decimal places up to two decimal places. Round decimals with one Decimals Compare num

decimal place to the nearest whole number. Recognise and write decimal equivalents to 14, 12 and 34 Find the effect of dividing a one or two-digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths Measurement- Money Estimate, compare and calculate different measures, including money in pounds and pence. Solve simple measure and money problems involving fractions and decimals to two decimal places. Time Convert between different units of measure [for example, kilometre to metre; hour to minute] Read, write and convert time between analogue and digital 12- and 24-hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Outcomes:

History

Science

Outcomes:

Children will learn ho

Group Living Things, Classify Vertebrates, learn how to use Classification Keys, Study Habitats or animals, both locally and worldwide and study environmental changes and adaptation.

Key Objectives Covered:

- Pupils should be taught to:
 - recognise that living things can be grouped in a variety of ways
 - explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
 - recognise that environments can change and that this can sometimes pose dangers to living things.

Art & Design

Outcomes:

- Design May Fayre programme covers.
- Design & produce a piece of Aboriginal Art
- Children will create a musical instrument made out of recyclable materials.

Key Objectives Covered:

- Improve mastery of techniques such as drawing, and how varied materials have an impact on the observer. To improve their mastery of art and design techniques, including drawing, pain ting and soulpture with a range of materials.

Computing

Outcomes:

- Pupils will be able to use a programme and it features to create a given objective, to share and work with suggesting how to edit and improve their work.

Key Objectives Covered:

- Select, use and combine a range of software on a digital devices to accomplish given goals. Use sequence, selection, and repetition in programs, work with variables and various forms of input and

Use logical reasoning to explain algorithms work and detect and correct errors in algorithms and programs.

Design & Technology

Outcomes:

To design & produce a musical instrument using recyclable materials.

Key Objectives Covered:

- Children can use research and develop design criteria
- to inform the design of innovative, functional,

appealing products that are fit for purpose, aimed particular individuals or groups.

Childre will select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing],

Geography

- Children understand how human influences affect the landscapes around them, both locally and globally.

Key Objectives Covered:

Human geography; inc, land use, trade links and distribution of food and water (inc energy).

Modern

Languages

Outcomes:

- -LCP Primary French Unit 4 -
- Children design a monster and eventually describe body parts and what the monster is doing based on previous learning. **Key Objectives Covered:**

- Listen and engage
- -Join in and respond to the spoken language
- Explore the patterns and sounds of language through songs and rhymes and link the spelling sound and meaning of words
- -Engage in conversation ask and answer questions.
- Develop accurate pronunciation and intonation so that others understand when they are reading aloud and using familiar words and phrases.

Music

Outcomes: Pupils will be given an introduction to basic song-

writing using the GarageBand App. Is will work in pairs/small groups to create a small composition using a variety of sounds and instruments.

Key Objectives Covered:

Improvise and compose music for a range of purposes using the inter- related dimensions of music.

- * Listen with attention and detail for a range of purposes with increasing aural memory.
- * Use and understand staff and other musical notation

Physical

Education

Outcomes:

- To compete in Quadkids
- To perform a Country Danc
- **Key Objectives Covered:**
- To use running, throwing & jumping in isolation and combination.
- To play competitive games, applying basic principles.
- To compare performances to achieve a personal best.
- To link movement to music expressively.

Religious

Education

Outcomes:

- Children will look at famous fables and miracles to decide how they are
 - similar/different.
 - Children will write their own miracle story.

Key Objectives Covered:

- See locally agreed syllabus for RE.

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