

## Maths

### **INSPIRE Maths**

See Long & Medium Term Planning

## Science

Children will continue to develop their working scientifically skills, demonstrating they are able:

**To generate ideas and ask questions / To investigate, observe and record / To conclude ideas and concepts**

**To evaluate**

### Animals Including Humans

Describe the simple functions of the basic parts of the digestive system in humans

Identify the different types of teeth in humans and their simple functions

Construct and interpret a variety of food chains, identifying producers, predators and prey.

### Electricity

Identify common appliances that run on electricity.

Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.

Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.

Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuits.

Recognise some common conductors and insulators, and associate metals with being good conductors.

## English

Children will cover a range of genres linked to Life in Roman Britain focusing on our reading and writing assessment framework objectives.

**Key Texts — see Medium Term Plan**

## History

Children will continue to develop key historical skills:

**To investigate and interpret the past / To build an overview of world history / To understand chronology / To communicate historically**

Children will study Ancient Greek civilisation looking at their beliefs and religious practices comparing them with others in history and those today. Children will study key events linked to Greek mythology and warfare.

## Geography

Children will continue to develop key geographical skills:

**To investigate places / To investigate patterns  
To communicate geographically**

Children will study Greece making comparison between past and present and their changing landscapes and how this impacts on tourism, weather and animals.. Children will focus on physical geography and the impact of human activity..

## DT

Children will continue to develop their designing skills:

**To master practical skills / To design, make, evaluate and improve /  
To take inspiration from design throughout history**

Children will study and recreate sculptures and vases using clay and other mediums, taking inspiration from Ancient Greece and their own life events.

## The Ancient Greeks

### RE

#### Christianity

What do Christians learn from the

#### Creation

What is the Trinity? (Incarnation and God)

### Modern Foreign Languages

Spanish

<https://www.lightbulblanguages.co.uk/resources-pr-sp.htm#sow>

## Art

Children will continue to develop their artistic skills:

**To develop ideas / To master techniques / To take inspiration from  
the greats (classic and modern)**

Children will build upon work in DT with sculptures, researching and take inspiration from key artists to recreated and design their own vase.

**Key Artists:** Exekias

**Key Mediums:** Drawing, Sculpture

## Personal Development

**Families and People who care for me**

**Caring Friendships**

**Basic First Aid**

Children will learn:

1. To recognise and respond appropriately to a wider range of feelings in others.
2. To judge what kind of physical contact is acceptable or unacceptable and how to respond.
3. To feel confident to raise their own concerns.
4. To recognise and care about other people's feelings and to recognise and challenge stereotypes.

## Computing

Children will continue to develop their computing skills:

**Understanding and creating algorithms / Digital content and  
the internet / Understanding the application of ICT / E-safety  
and appropriate use**

Children will develop their understanding of coding, developing logical steps to solve open ended problems and begin to debug these steps. Children will also access a range of IT to plan, organise and search for data as well as using the Internet to research. Children will develop their understanding of the online world, internet safety and behaviour online.

**Key Applications/ Programmes:** Scratch Jr/HOPSCOTCH/Swift

## PE

**Dance**

(World Dance)

**Net & Wall Games**

(Volleyball)

**Swimming**—Year 4 will swim every week.

## Music

Children will continue to develop their musical skills:

**To perform / To compose / To transcribe**

**To describe music**

Children will study music past and present, composing, performing and evaluating their own work and others. Singing songs from memory and use instruments to enhance performances.

## Potential Educational Visits:

DT
Construction
mark measure millimetre malleable strengthen cut shape perimeter slots software construct repair winding mechanism evaluate improve ratio scale disassemble refine efficiency

Science	
Animals	Electricity
digest oesophagus stomach small intestine large Intestine rectum pancreas herbivore carnivore omnivore producer prey predator	electricity generate renewable non-renewable appliances battery circuit electrons flow complete incomplete conductor insulator

Maths
INSPIRE MATHS
PLEASE SEE INSPIRE MATHS WORD LIST

English
PLEASE SEE NATIONAL CURRICULUM APPENDIX 2 VOCABULARY, GRAMMAR

P.E	
Dance	Net & Wall Games
compose creative perform accompaniment, demonstrate clarity fluency accuracy consistency. style interpret precise posture	throw catch control awareness of space support opposition strike and field accuracy rules possession court strike serve ace dig spike

Art
Drawing & Sculpture
hardness tone texture sketch shading shadow hatching cross-hatching form nets clay mouldable angles symmetry parallel adhesive pattern texture clay carving tactile

*"All things are possible..."*

## Year 4 Key Vocabulary

History	
chronological order era/period democracy acropolis city-state Parthenon Olympics tragedy comedy sources classic period democracy hoplite Sparta	Troy trojan mythology Olympians Greek heroes sources importance significance legacy impact effects reason first hand evidence second hand evi- dence C.E (Before the Common Era) B.C (Before Christ) A.D (Anno Domini)

Personal Development	
sad scared worried yukky feelings say no and walk away tell a trusted grown up motivation bravery respect nervousness secure/insecure	insecure/secure fault sore spot over reaction humiliation gossip rumour mixed feelings empathy empathise anticipation teamwork anxiety/anxious

Geography	
United Kingdom Europe Continent North South East West city beach valley vegetation soil peat transport [carry] weather equator latitude coastline ocean	settlement community landscape cliff ocean fieldwork sketch polar longitude climate zone tropical environment map Atlas country volcano river mountain Hemisphere

RE
people of God Noah covenant promises wedding Festivals

Computing		
open-ended problems problem program command instructions debug test algorithm predict data database question branching database information error sequence	save retrieve network device computer online communicate email social media mouse keyboard monitor deconstruct	logic evaluation patterns decomposition tinkering creating hardware technology online bullying evaluate internet simplify sequence

Music
ostinato aural compose texture dynamics expression improvise recall tempo timbre pitch duration stave ensemble/solo 4 part round pulse beat performance

- Please note these lists are not exhaustive or definitive and provide only a guide to key vocabulary that will be covered in each year group.
- Key vocabulary will be revisited from previous year groups