

Maths

INSPIRE Maths

See Long & Medium Term Planning

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.

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 a trojan horse toy using Greek history as inspiration

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.

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.

“All things are possible...”

Year 4 Autumn Term Curriculum Map

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>

English

Children will cover a range of genres linked to Greece and the ancient Greeks focusing on our reading and writing assessment framework objectives.

Key Texts — see Medium Term Plan

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..

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 , researching and take inspiration from key artists to recreated and design their own vase.

Key Artists: Exekias

Key Mediums: Drawing, Sculpture

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:

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.

| 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 AND PUNCTUATION |

| 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 |

| RE |
|---|
| people of God Noah covenant promises wedding Festivals |

| 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 evidence 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 |

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

| 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 |

- 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