English: Reading – developing comprehension skills using a range of texts.

Writing – plan, draft, edit and evaluate own writing based on our topic including

Use the correct grammatical features in the above genres. Spelling common homophones and using prefixes and suffixes correctly.

Maths – Properties of shape – Identify, compare and order angles, compare and classify geometric shapes, including quadrilaterals and triangles, complete a simple symmetric figure with respect to a specific line of symmetry. **Fractions –** calculate quantities, and fractions to divide quantities **Position & direction** – Describe positions on a 2-D grid as coordinates. Plot specified points and draw sides to complete a given polygon. Describe movements between positions as translations of a given unit. **Statistics –** Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs **Addition & Subtraction Multiplication & Division.**

Science - **Living things and their habitats -** 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. **Animals -** Identify the different types of teeth in humans and their simple functions. **Sound -** Identify how sounds are made, associating some of them with something vibrating. Recognise that vibrations from sounds travel through a medium to the ear. Find patterns between the pitch and volume of a sound and features of the object that produced it. Recognise that sounds get fainter as the distance from the sound source increases.

Computing: Design, write and debug programs that accomplish specific goals.

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. (Computer science)

Year Group: Year 4

Topic: Mountains, rivers and volcanoes

Term: Summer 2019

Geography: Use maps, atlases, globes and digital computer mapping to locate countries and describe features studied. Describe and understand the key aspects of: human geography including settlements, land use, economic activity including trade links and the distribution of natural resources including energy, food, minerals and water supplies.
Describe and understand key aspects of: rivers, mountains, volcanoes and earthquakes and the water cycle

PE - Swimming · Swim between 25 and 50 metres unaided. · Use more than one stroke and coordinate breathing as appropriate for the stroke being used. · Coordinate leg and arm movements. · Swim at the surface and below the water. (Hereford – spring term)
Athletics - Run over a longer distance, conserving energy in order to sustain performance. Throw with accuracy to hit a target or cover a distance. Compete with others and aim to improve personal best performances.

Art: Collect information, sketches and resources. Explore ideas in a variety of ways. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. Use clay and other mouldable materials. Add materials to provide interesting detail. Printing using layers of two or more colours, replicate patterns observed in natural or built environments. Make printing blocks (e.g. from coiled string glued to a block). Make precise repeating patterns.
Design & Technology: Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.

Music: Show control of voice. Play notes on an instrument with care so that they are clear. Perform with control and awareness of others. Create accompaniments for tunes. Recognise the notes EGBDF and FACE on the musical stave. Recognise the symbols for a minim, crotchet and semibreve and say how many beats they represent.

R.E.: Give some reasons why religious figures may have acted as they did. Refer to religious figures and holy books to explain answers.
Hinduism - Ask questions that have no universally agreed answers. Discuss and give opinions on stories involving moral dilemmas.