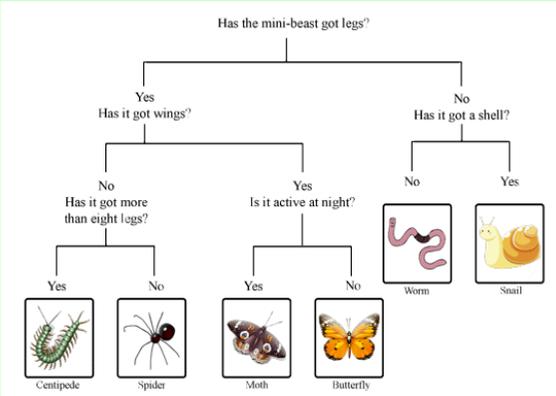
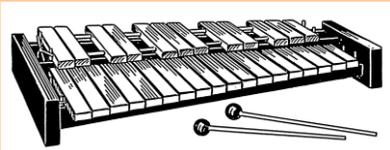
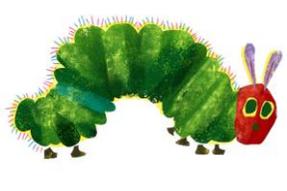


Curriculum Overview – The WINDMILLS Junior School - YEAR 4

Term 1 - Invaders and Settlers	Term 2 - Changing States	Term 3 - Wild and Wonderful
<p>Science – Sound – Scientific Enquiry – planning and carrying out a fair test, measure and record results. How sound is made, factors effecting pitch and loudness. Find patterns between the pitch of a sound and features of the object that produced it</p> <p>History – <u>Britain in the Iron Age (Celts)</u> Iron Age hill forts: tribal kingdoms, farming, art and culture.</p> <p><u>The Roman Empire and its impact on Britain</u> The Roman Empire by AD 42 and the power of its army successful invasion by Claudius and conquest, including Hadrian’s Wall British resistance, for example, Boudica and the ‘Romanisation’ of Britain. Anglo Saxon settlement in Britain.</p> <p>Geography – name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time</p>  <p>Computing – ICT – Using new ways to input information, such as digital cameras and data loggers. Programming – Breaking more complicated algorithms down into separate stages (decomposition). Digital Literacy – Who can see the information we put on the internet? Talking about cyberbullying (PSHCE link).</p>	<p>Science – Make simple electrical circuits with various components. Use this knowledge to create a working product in DT. Investigate solids, liquids and gasses and changing states.</p>  <p>History – Understand how knowledge of the past is constructed through a range of sources by learning all about The Titanic.</p>  <p>Geography – Use maps, atlases and computer mapping to locate the countries, states and major cities in North America and describe the features studied. Compare these to the UK, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.</p> <p>Computing – ICT – Storing information on our school network: what does a server do? Using reasoning to choose the right software and hardware for a given task. Programming – Debugging: using reasoning to find problems with our algorithms and fix them. Digital Literacy – How are results selected and ranked by search engines? Choosing effective keywords and phrases.</p>  <p>Art – colour mixing to create cold and hot colours, resulting in a final piece to depict the cold, fateful night the Titanic sunk.</p>	<p>Science Living things and their habitats Recognise that living things can be grouped in a variety of ways using classification keys. These are used to identify and name a variety of living things in their local and wider environment. Children learn that environments can change and that this can sometimes pose dangers to living things.</p>  <p>History – Not in this learning Journey</p> <p>Geography – physical geography, including: climate zones, biomes and vegetation belts</p> <p>Computing – ICT – Sharing information between different software or devices to complete separate parts of a single task. Programming – Choosing and combining different software (drawing and sound) to create a larger coding project. Digital Literacy - Where can we get help if we’re unhappy about something that happens online?</p> <p>Art – to create sketch books to record their observations and use them to review and revisit ideas when sketching insects. Further exploring colour mixing and blending techniques using paints.</p>

Term 1 - Invaders and Settlers	Term 2 - Changing States	Term 3 - Wild and Wonderful
<p>Art to create sketch books to record their observations and use them to review and revisit ideas. Designing and making Celtic Jewellery.</p>  <p>DT – Design and sew scabbards using various stitches and then evaluate the finished product</p> <p>PE – Small sided invasion games / catching / passing / attacking / defending Gym – rotation / balance / travelling / jumping. Evaluating the performance of themselves and others.</p> <p>RE – The life of Jesus including comparing stories about Jesus’s birth in the different gospels, parables, death and resurrection.</p> <p>Music – Down with the Romans – learning to singing in 3 parts. Introduction to Boomwhackers – playing scales and simple melodies and following simple musical notation. Rehearsing songs for the Christmas production.</p> <p>PSHCE – New beginnings and Teamwork, Anti Bullying</p> <p>MFL – Engaging in conversations, asking and answering questions using key vocab such as greetings, feelings, ages, names etc and discovering vocabulary to describe our schools and our equipment. Introduction to Italian key phrases and culture.</p>	<p>DT – Research and evaluate different lighting systems which can be used to get attention or alert people. Make and evaluate a warning light (linked to The Titanic) paying particular focus to construction techniques.</p> <p>PE – Target games. Dance – speed / height / shape / timing and evaluate our own and each other’s choreography.</p> <p>RE – Judaism - exploring their traditions and beliefs.</p> <p>Music – Exploring rhythmic patterns within soundscapes to create a musical story of the Titanic.</p> <p>PSHCE – Exploring the British Values and the school values to ensure we develop as learners and citizens.</p>  <p>MFL –Introduce Months of the year, geography of France, and weather vocabulary. Children to write in longer phrases and sentences and present ideas orally to a range of audiences.</p>	<p>DT – Design project linked to environments and habitats</p> <p>PE – Striking and fielding skills and small sided games Athletics – throwing / jumping / running skills. Evaluate and improve their performance.</p> <p>RE – Comparing Creation stories from the main religions and the scientific viewpoint, pupils discuss different perspectives on questions about the origins of life</p> <p>Music – listen with attention to detail and recall sounds with increasing aural memory using the Carnival of the animals. Appreciate high quality music from great composers and create improvised music based on a theme. Painting with sounds – using pentatonic scales to reproduce sounds from aural memory.</p> <p>PSHCE – Sex Education - Year 4 will look at the physical differences between boys and girls.</p> <p>MFL – Exploring a familiar story in a different language, using cognates to translate written texts (The Hungry Caterpillar).</p>  <p>Engage in conversations with increasingly accurate pronunciation and intonation using food and holiday vocabulary.</p>