

Mathematics

- To know multiplication facts up to 12x tables.
- Counting in multiples of 25 , 50 , 100 and 1000
- To continue to develop written methods for addition, subtraction, multiplication and division.
- Ordering, partitioning and rounding numbers.
- Solving one and two step word problems involving money and measures.
- Finding fractions of amounts and equivalent fractions. Adding/subtracting fractions.

Geometry

- Properties of 2D shapes, including symmetry of shapes in different orientations.
- Drawing 2D shapes and lines of symmetry
- Identifying obtuse and acute angles.
- Ordering angles by size

Computing

'We are software developers'

- Playing and analysing educational games- 'Rapid Router'
- Building a game prototype using 'Scratch'
- Testing and refining games

Interactive Toy

- To design, write and debug programs that accomplish a specific goal.

E -safety week

Science

Electricity and Conductors

- Identify common battery and mains appliances and understand the dangers of electricity.
- Construct simple circuits and identify components.
- Investigate circuits using buzzers /bulbs and switches
- Recognise conductors and insulators.

Light and Sound

- To identify a variety of sources of sound.
- To identify differences and similarities between sounds.
- To investigate how sounds are made, associating them with vibrating.



Year 4 Spring Term 2018



DT- food technology and healthy eating

Art (Aboriginal art- Journeys)

- Explore traditional art symbolism
- Explore the work of Paul Klee and aboriginal artists.
- Create an Aboriginal design.

English

- Indicating possession by using the possessive apostrophe with plural nouns.
- Using fronted adverbials.
- Use further prefixes and suffixes and understand how to add them
- Draft and write creating settings, characters and **plot** in narratives using the NARNIA text as a stimulus
- Proof-read for **spelling** and punctuation errors.
- Increase the legibility, consistency and quality of their handwriting
- Draft and write organising paragraphs around a theme.
- Use and understand the grammatical terminology in Year 4 grammar accurately and appropriately when discussing their writing and reading.
- Words ending with the g sound spelt -gue and the K sound spelt -que e.g.plague/mystique
- Words with endings sounding like -sure e.g pleasure or -ture e.g. adventure
- The ou sound
- Endings which sound like -sion e.g division
- Words with the s sound spelt sc (Latin in origin)

Websites to help at home

www.bbc.co.uk/education

www.bbc.co.uk/schools/scienceclips

www.primaryhomeworkhelp.co.uk

Spellodrome and Mathletics

History/ Geography - 'POWER' projects for homework

Reign over us

- Begin to know and understand the history of Britain as a chronological narrative, from the earliest times to the present day.
- To order the kings from the Houses of Lancaster and York.
- (-war of the Roses)
- To understand more about life in Tudor England

Britain from the Air

- Maps and symbols -use grid references and Ordnance survey maps
- landmarks and landscape

Music

Pitch and melody

Spanish

- Everyday Conversations
- E.g. describe the weather
- To learn the Spanish alphabet

P.E.

Tennis

- Develop forehand and backhand skills
- Working in pairs and teams

Dance

- Using space , levels and motifs accurately
- Creating and evaluating dance sequences.

R.E.

- Being Modest and listening to others
- How do believers show that other people matter?

SEAL

- Myself as a learner
- Qualities of a good leader (cross- curricular link)