

English

Reading:

To read the Iron Man by Ted Hughes as a class.

To find and talk about how a writer uses vocabulary and grammatical features to create effects.

To give an opinion and find evidence in the text to justify it

To use inference and deduction to work out the characterisations of different people from a story.

To make relevant points to compare and contrast characters, finding evidence in the text.

To talk widely about different writers, giving some information about their backgrounds and the type of literature they produce.

Writing

To plan their writing by discussing and recording ideas.

To organise paragraphs around a theme.

To create settings, characters and plot, in narratives.

To evaluate and edit by: assessing the effectiveness of their own and others' writing and suggesting improvements (self and peer assessment).

To use simple organisational devices, in non-narrative material, such as: headline, picture, caption etc.

Grammar

To extend sentences using the verb, person sentence type.

To use and punctuate direct speech.

To use adverbs to modify verbs.

To modify a sentence so that the adverb comes at the beginning of the sentence and appropriately punctuating with a comma.

To use commas after or before phrases and clauses (2 pair sentences)

To indicate possession by using the possessive apostrophe with plural nouns.

Choosing nouns or pronouns appropriately for clarity and cohesion and to avoid repetition.

Spelling

To revise Year 4 statutory words.

To know the prefixes dis, mis and re.

To know the suffixes ly, tion, eous, ious.

To change le to ly.

To change or to our.

Physical and Mental Development

Indoor PE (Gymnastics)

- To use apparatus effectively.
- To develop the skills of approach and landing on apparatus.
- To perform a sequence of movements using apparatus.

Outdoor PE (Tennis)

- To develop hitting, serving and returning skills in tennis.
- To take part in team games developing hitting and aiming.

Mental development

- Growth Mindset assembly led by Anthony Taylor
- Ninja Warrior Growth Mindset workshop

Curriculum Enrichment

To lead St David's Day celebrations in school.
To celebrate St Patrick's Day.
To take part in a range of activities linked to Holy Week.

Expressive Arts and Design

Art (glass mosaic)

To keep notes about the purpose of your work in your sketch book.

To create all the colours you need.

To use ceramic/glass mosaic.

To experiment with different styles which artists have used (Monet).

Music - Trafford Music Service providing trumpet lessons

To listen with attention to detail and recall sounds with increasing aural memory.

To learn the trumpet.

To perform to an audience.

Y4 Creative Curriculum Planner



Spring 2 - Europe

Religion

The Way, the Truth, the Life - Jesus the Saviour

Have the opportunity to know that Jesus is truly human and truly God
Have the opportunity to know about Jesus' entry to Jerusalem and think about the importance of Holy Week for us.

To understand the events of Ash Wednesday

To know who we help in our Lenten Fundraisers.

To understand what happened on Holy Thursday and reflect on how we can show our love for Jesus

To know why we remember the feasts of Patron Saints St Patrick and St David.

Have the opportunity to know what happened on Good Friday and begin to understand why Jesus died on the cross.

Reflect on the suffering of Jesus

To begin to understand why Jesus died on a cross and think about what this means for us.

Understand what happened on Easter Sunday and reflect on the importance of the Resurrection of Jesus for us.

To know the story of the Jewish festival of Passover.

To take part in a Lenten Fundraiser.
To dress up for World Book Day.
To celebrate St Joseph's Day.

Understanding of the World

Geography (Europe)

To identify the countries that make up Europe.

To understand why people go on holiday to Europe.

To locate the main rivers in Europe.

To describe the main physical differences between cities and villages. (case study on Naples)

To identify the similarities and differences between Campania and the North West of England

Science: (Sound)

To identify how sounds are made, associating some of them with something vibrating.

To recognise that vibrations from sounds travel through a medium to the ear.

To find patterns between the pitch of a sound and features of the object that produced it.

To find patterns between the volume of a sound and the strength of the vibrations that produced it.

To recognise that sounds get fainter as the distance from the sound source increases.

Computing (Espresso Coding)

Learn how to use variables to keep track of the score in a game.

Practise using variables to keep track of the score in a game.

Learn how to count and total up objects and prices, simulating a shop till.

Learn how to design and make your own app. Practise using variables and conditional events in code and debugging when there is a problem.

Mathematics

Add and subtract numbers with up to 4 digits using the formal written methods
Estimate and use inverse operations to check answers to a calculation.

Solve addition and subtraction two-step problems in contexts

Recall multiplication and division facts for multiplication tables up to 12 x 12.

Use place value, known and derived facts to multiply and divide mentally

Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.

Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit,

Convert between different units of measure.

Estimate, compare and calculate different measures, including money in pounds and pence.

Measure and calculate the perimeter of a rectilinear figure in centimetres and metres.

Find the area of rectilinear shapes by counting squares.

Read, write and convert time between analogue and digital 12- and 24-hour clocks.

Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Describe positions on a 2D grid as coordinates in the first quadrant.

Describe movements between positions as translations of a given unit to the left/right and up/down.

Plot specified points and draw sides to complete a given polygon

Fairtrade family fortnight
Lent Family Fast Day