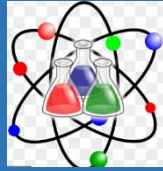


Science – Living Things



- recognise that living things can be 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
- Recognise that environments can change and that this can sometimes pose dangers to living things

Geography – The Americas



- enhance our locational and place knowledge, focusing on North and America, concentrating on their environmental regions, key physical and human characteristics, countries, states and (some) major cities
- understand geographical similarities and differences through looking at regions in North and South America
- Learn to use the eight points of a compass.

Music – Spanish Songs



- appreciate and understand music drawn from different traditions
- listen with attention to detail and recall sounds with increasing aural memory

PSHE – Rights, Rules and Responsibilities



- explain the difference between wants and needs
- explain why rights are important
- explain that rights come with responsibilities and explain how these responsibilities affect actions
- explain why rules are needed and identify which are necessary and useful
- be able to explain what a representative does

English



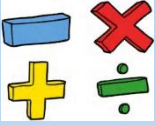
Reading

- predict what might happen from details stated and implied
- retrieve and record information from non-fiction

Writing – Newspaper recount and issues & dilemma narrative

- develop accurate use of past tense
- use a range of conjunctions and adverbials to link ideas within and across paragraphs
- use newspaper features accurately
- use commas after fronted adverbials

Maths – Number Place Value



- read and represent numbers to 1,000
- round to the nearest 10 and 100
- count in 1000s, 100s, 10s and 1s
- find 1, 10, 100, 1000 less
- compare and order numbers up to 1000
- count in 25s
- interpret negative numbers
- read and write Roman Numerals to 100.

Throughout this, we will be working hard to learn all of our times tables up to and including 12x12.

Computing – We Are Software Developers

- develop an educational computer game using selection and repetition
- Understand and use variables
- Start to debug computer programmes
- Recognise the importance of user interface design, including consideration of input and output



YEAR 4 AUTUMN 1

We will be learning to...



RE – Christianity: People of God

- retell the story of Noah from Genesis 6:5–9:17 in large scale
- make links between the story of Noah and the idea of covenant
- make simple links between promises in the story of Noah and promises made in a Christian wedding ceremony as well as between the story and how we live in school and the wider world



French – Moi



- Use simple French phrases to say hello, my name is, goodbye, ask a name and count to 20

Art & Design – Journeys

- investigate lines, shapes, colours and textures to produce work on the theme of journeys
- combine a variety of painting, print-making and collage techniques to enhance their work
- comment on ideas, methods and approaches used in their own and others' work; adapt and improve their work

