

## English

### **Fiction:**

Stories set in imaginary worlds

Exploring what makes a good fantasy story and exploring how the author describes a setting.

Creating fantasy stories through planning and writing.

A recount of a Viking raid on Lindisfarne.

### **GRAMMAR:**

Punctuation - revise capital letters, full stops and the use of commas, question marks and speech marks.

Use of powerful verbs, adverbs, adjectives and similes.

Sentence structure work.

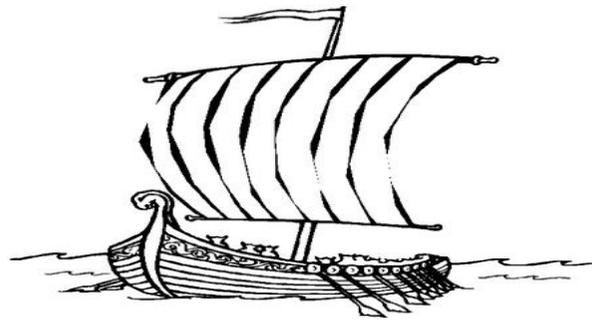
Use dictionaries to find the spelling of unknown words.

Identifying and correcting misspelled words.

### **Reading Texts to support Learning:**

The Lion, the Witch and the Wardrobe

How to train your Dragon



# Battles and Encounters Year 4 Spring

## Maths

To refine and use efficient methods to add and subtract 4 digit whole numbers and £.p.

To solve one step and two step problems involving numbers, money or measures, including time; choose and carry out appropriate calculations, using calculator methods where appropriate

To derive and recall multiplication facts up to 12x12, the corresponding division facts and multiples of numbers to 10 up to the tenth multiple.

To develop and use written methods to record, support and explain multiplication and division of two-digit numbers by a one digit number including division with remainders.

To learn and understand how to consider, use and represent statistical data.

## Science

Sound - identifying how sounds are made, associating some of them with something vibrating.

Recognise that vibrations from a sound travel through a medium to the ear.

## PE

Gym - balance and shifting weight  
Games - Problem solving and inventing,

## French

Revise vocabulary for months of the year.  
Learning vocabulary for pets.

## PSHE

Introduction to democracy

## RE

What does it mean to be a Muslim?  
Bishops in Action leading the church  
Easter

## Music

Recorders; phrasing, dynamics and pulse

## Computing

'I am a musician' experimenting with sounds to create special sound effects for Narnia.

## Geography

Identifying areas of settlement.  
Map reading

## History

Exploring and investigating an Anglo Saxon case study.

Researching ship burials

Making an 'Artefact Enquiry'

Discussing the value of archaeological sites.

Looking at Viking raids in Britain.

## Art

### **Pattern and Shape**

Investigate and recreate repeating patterns on Anglo Saxon art.