

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.
Poetry linked to 'How to Train Your Dragon'.

GRAMMAR:

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

Use of powerful verbs, adverbs, adjectives, similes, personification and metaphors.

Sentence structure work – complex sentences including the placement of commas.

Use dictionaries to find the spelling of unknown words.

Identifying and correcting misspelled words.

Reading Texts to support Learning:

Spring 1 - The Lion, the Witch and the Wardrobe

Spring 2 - How to Train your Dragon

Maths

To refine and use efficient methods to add and subtract 4-digit whole numbers using money.

To solve two step and multi- 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.

Battles & Encounters Year 4 Spring Term

Science

Sound – identifying how sounds are made, associating them with vibration.
Recognise that vibrations from a sound travel through a medium to the ear.

PE

Games – Problem solving and inventing, physical endurance

French

Spring 1 – Family tree & faces

Spring 2 - Body and face parts.

RHE

Democracy
Changes in our lives

RE

Spring 1 – What do Sikhs value?
Spring 2 – What would Jesus do?
How does Holy Communion build a Christian community?

Music

We will learn about pitch, identifying the minor third and the perfect fourth interval. We will also learn about the strong beat in simple time.

Computing

Spring 1 – Online Safety
Spring 2 - Digital skills and Media

Geography

Identifying areas of origin and settlement – Anglo-Saxons and Vikings.
Map reading and comparing
Investigating Anglo Saxon/Viking people

History

Investigating an Anglo-Saxon case study (Sutton Hoo - researching ship burials)
Making an 'Artefact Enquiry'
Discussing the value of archaeological sites.
Looking at Viking raids in Britain.
Using various historical sources (Primary and Secondary)

Art

Pattern and Shape - Investigate and recreate repeating patterns on Muslim art, Anglo Saxon art and Viking knots.