

Summer Term Year 4



Think like a Reader

Young, Gifted and Black is a non-fiction text that celebrates the inspirational achievements of fifty-two trailblazing black women and men, including artists, sports legends, scientists and activists among many others.

The Wind in the Willows is a classic children's novel written by British author Kenneth Grahame and was first published in 1908.

The story focuses on four anthropomorphized animals - Mole, Rat, Badger and Toad - who live in a pastoral version of Edwardian England. In addition to the main narrative, the novel contains several short stories featuring Mole and Rat. The language is rich and dense with poetry interwoven into the story. The novel is a celebration of enduring friendships, the comforts of home and the beauty of the English countryside.

We are reading...



Think like a Writer

In writing this term we will be learning how to write:

- a news report
- an explanatory text

Think like a Mathematician

First, we will continue to compare, order and round decimals. After this, we will focus on how to compare and convert amounts of money. We will be learning how to use analogue and digital clocks and converting from the 12 to the 24hr clock. Then, we will be learning about the different types of angles, the properties of shapes and identifying symmetry in a 2D shape. Finally, we will practise using co-ordinates and translating shapes. During this term, we will also be completing the Government multiplication check.

Think like a Scientist

Electricity

During this unit, we will be learning about different sources of electricity, focusing on which appliances use electricity and what sort of power makes them work. We will then study, what the components are which make up a simple circuit and what are the effects of changing circuit components and batteries.

Sound

We will be exploring what sound is and how it travels. We will then investigate the pitch and loudness of a sound.

Think like an Artist

During the first half term, we will be studying painting. We will use our knowledge of how to make tints and tones to create an ombre effect with paint. We will explore and experiment with techniques taking inspiration from Helen Frankenthaler. In the final half term, we will have the opportunity to reflect on the processes we've learnt across the year and make choices based on this, to form part of a whole-school collaborative artwork.

Think like a Linguist

Mi Familia Y Yo

In this unit, we will learn to name and describe our family members. We will learn to pronounce, read and write the names of our family members.



Think like a Geographer

Map Skills

We will be looking at an environmental region of Europe, Russia, North and South America.

Think like a Designer

Electrical Systems

We will be learning about the uses of switches and how they work within a circuit. This links to our science unit.

Food and Nutrition

We will explore the difference between freshly made and mass-produced food. We will also focus on common foods that are part of a healthy diet that can be easily made rather than bought in a shop.

Think like a Historian

What impact did the Vikings have on Anglo Saxon Britain?

We will be answering this question by leaning about Viking raids, communities and religion.

Think like a Person of Faith

Does celebrating Shavuot help Jewish children feel closer to God?

We will learn about the festival of Shavuot and why it is important to people of Jewish faith.

Do people need to go to church to show they are Christians?

We will focus on special places of worship and look at Baptism and Holy Communion.

Think like a Computational Thinker

Creating media - Photo editing - In this unit we will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. We will consider the impact that editing images can have, and evaluate the effectiveness of our choices.

Programming Scratch We begin by exploring repetition in Programming and learn the difference between count-controlled and infinite loops using our knowledge to modify existing animations and games using repetition. The final project is to design and create a game which uses repetition, applying stages of programming design throughout.

Think like a Responsible Citizen

In PSHE, we will be thinking about the goals that we would like to achieve as children, and as adults, and what will help us to achieve those goals. We will consider our aspirations for the future. We will consider the question 'How can we work together to improve an area in our classroom.' We will think about how we can take actions to make positive contributions in our world.

Think like a Musician

This term, the children will be exploring British folk songs, learning about their cultural background and performing them with their own accompaniments. They will study different arrangements of the 'Skye Boat Song' to understand how tempo, texture, and instrumentation affect a piece. Later, they will learn about The Beatles, exploring five of their songs, analysing structure, and creating a class arrangement of Hey Jude using beatboxing, vocals, and glockenspiels.

Think like a Digital Citizen

This term, we will revisit 'Copyright and Ownership' within the contexts of our computing units. We shall also be learning about 'Self-image and Identity' and helping beginning to understand how online identity can be different to offline identity.

Think like an Athlete

In P.E this term, we will be learning about tennis and cricket. During tennis, we will practise our hitting and rallying skills. In cricket, we will practice our throwing, catching and fielding skills.