

Year 4



English

Explore the adventures of different heroes, starting with the Anglo-Saxon myth, *Beowulf*. Throughout this epic poem, we will learn of Beowulf's remarkable bravery as he faced a variety of fearsome beasts, before we create our own hideous creature for him to battle and write our own alternative ending to the story. Look closely at sentence structure and how this can be used to vary the impact our writing has on the reader. Share the hilarious adventures of Hiccup in *How to Train Your Dragon*. Continue to work our way through our Active spelling scheme and regular reading activities to develop comprehension skills.

Maths



Learn about decimals and solve problems involving fractions and decimals. Tell the time, recognise properties of 2D and 3D shape and solve problems with money. Solve a variety of maths challenges that allow opportunities to consolidate previous learning. Use a range of strategies to practise and recall times table facts.

RE

Focusing on Pilgrimage, continuing our learning about Christianity then making comparisons with other religions. After defining what a pilgrimage is, we will then identify how and why people make journeys to special places, in particular Jerusalem.

History



Continue the chronological study of world history since the Romans, up until the Norman Conquest. Through the use of primary and secondary sources, study the Anglo-Saxon period, looking at significant individuals and events, to answer the enquiry question: 'Did the settlement by the Anglo-Saxons make England a better or worse place to live?'

Holding out for a hero! Summer Term.

Science



Investigate vibrations, pitch, volume and sound insulation in our topic 'Listen-Up!' Revisit the use of electricity, explore electrical safety and investigate changing the components of electrical circuits.



Computing

Continue our E-Safety learning and look at different ways in which we can make decisions about who and what to trust online. Build on our prior learning of Scratch – a coding program that uses algorithms to help make a sprite move

Music & Art



Learn how to play simple songs on the ukulele, using single notes and chords.

Use the style of cubism along with sketching and painting to create a dragon.



RSE

Learn about our amazing bodies and what makes girls and boys different. Learn about how to keep ourselves clean and healthy – including the effects of alcohol and cigarettes on human bodies.

Times Tables

Continue to learn strategies to support the quick recall of times tables, in preparation for the statutory Year 4 multiplication tables check in June.

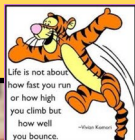
PE

Develop athletics, rounders, tennis and cricket skills.

Character Education

Supporting pupils to explore and express their characters and develop the skill of:

RESILIENCE.



The Christian Values we are reflecting upon are: Trust And Thankfulness. We will also be revisiting previous values of Hope and Humility

