

YEAR 4 – LONG TERM PLAN

SUBJECT	AUTUMN TERM	SPRING TERM	SUMMER TERM
ENGLISH	<p>Gorilla by Anthony Browne Outcome - Fiction: fantasy story</p> <p>Leon and the place between by Graham Baker-Smith Outcome - Recount: diary</p>	<p>Escape from Pompeii by Christina Balit Outcome - Fiction: historical narrative</p> <p>When the Giant stirred by Celia Godkin Outcome - Fiction: adventure story</p>	<p>Alba the 100 year old fish by Lara Hawthorne Outcome - Non-chronological report</p> <p>Blue John by Berlie Doherty Outcome - Explanation: letter in role</p>
MATHS	<p>Number - Place value Number - Addition and Subtraction Number - Multiplication and Division Measurement - perimeter</p>	<p>Number - Multiplication and Division Measurement - area Number - fractions including decimals</p>	<p>Number - fractions including decimals Measurement - money, time Statistics Geometry - properties of shapes, position and direction</p>
SCIENCE	<p>Animals including humans Digestive system, food chains, producers, predators and prey</p> <p>Observing over time, fair testing, measuring, recording, classifying</p> <p>Electricity Identify common appliances that run on electricity, construct simple series circuits, recognise that a switch opens and closes a circuit, recognise common conductors and insulators. Significant Scientist- Thomas Edison Research, pattern seeking, fair testing</p>	<p>Living Things and Habitats and conservation Environmental changes and its dangers to living things Significant Scientist- Charles H Turner Pattern seeking, classifying</p>	<p>Sound How sounds are made, vibrations, pattern between pitch and the object producing the sound, volume and strength of vibrations. Pattern seeking, data analysis</p> <p>States of Matter Solid, liquid or gas compare and group change of state when heated or cooled-temperature, the water cycle, evaporation and condensation (avoid chemical changes e.g. baking or burning). Research, observation over time, pattern seeking, classifying</p>
HISTORY	<p>Ancient Greece – Life, Achievements and Legacy Culture and pastimes, main events, society, artefacts</p>	<p>Roman Britain Settlement, location, conflict, artefacts</p>	
GEOGRAPHY	<p>Rivers – water cycle, vocab, features, processes, famous rivers Location, physical processes, physical features</p>		<p>Cities – situation, settlement types, transport, map features, grid references Location, human features, physical features, human processes</p>
MFL (French)	<p>Where do you live? Places in town Directions Numbers 40-200 What's the time?</p>	<p>What's the weather like? (2) At school Classroom objects What's your favourite lesson? Leisure activities</p>	<p>The Euro What do you like to eat? Enjoy your meal! Ice cream What are you wearing?</p>

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P.S.H.E. (RSE)	<p>My Happy Mind – Meet the Brain – understanding how your brain works and how to look after it so we can manage our emotions.</p> <p>My Happy Mind – Celebrate – understanding your unique character strengths and celebrating them.</p> <p>Economic Wellbeing – money matters</p>	<p>My Happy Mind – Appreciate – understanding why gratitude matters and develop it as a habit.</p> <p>My Happy Mind – Relate – understanding why positive relationships matter and how to build them.</p> <p>Railway safety</p>	<p>My Happy Mind – Engage – understanding how to set meaningful goals that matter and how to keep resilient in times of challenge.</p> <p>RSE: Growing up</p>
R.E.	<p>The Spread and use of the Bible</p> <p>Belief, Prayer, Ritual</p>	<p>Buddhism</p> <p>Belief, Festival, Worship, Tradition, Symbolism, Sacred, Incarnation</p>	<p>Missionaries, journeys and special places within Christianity</p> <p>Belief, Prayer, Pilgrimage</p>
ART	<p>Nature and Leaves</p> <p>Artist - Andy Goldsworthy</p> <p>Shade, textures, shape, colour, space, line</p>	<p>Roman Shields</p> <p>Shape, space, form, textures</p>	<p>Cityscapes</p> <p>Artists - Ken Done and Steph Dekker (Tula Moon)</p> <p>Pattern, shape, line, texture, form, colour</p>
D.T.	<p>2D Shape to 3D Project - purses</p> <p>User, Purpose, Design Decisions, Functionality</p>	<p>Shell Structures – snack box</p> <p>User, Purpose, Design Decisions, Innovation</p>	<p>Simple Circuits and Switches – buzz game</p> <p>User, Purpose, Functionality, Authenticity</p>
COMPUTING	<p>E-safety</p> <p>The Internet</p>	<p>E-safety</p> <p>Photo editing</p>	<p>E-safety</p> <p>Programming – repetition in shapes</p>
MUSIC	<p>Ukulele 1st Access Programme</p> <p>Pulse, Rhythm, Pitch, Tempo, Texture, Improve, Compose, Dynamics, Structure, Notation</p>		
PE	<p>Dance</p> <p>Unit 1 The boots are made for walking/Giraffes can't dance</p> <p>Agility and Co-ordination</p> <p>Games</p> <p>Unit 1 Invasion games</p> <p>Throwing and Catching, Kicking</p> <p>Gymnastics -</p> <p>Unit 1 - Balance</p> <p>Agility and Co-ordination</p>	<p>Swimming</p> <p>Agility and Co-ordination</p> <p>Gymnastics</p> <p>Unit 3 - Balancing and change of direction</p> <p>Agility and Co-ordination</p> <p>Games</p> <p>Unit 1 - Net, Court and Wall games</p> <p>Striking</p> <p>Dance</p> <p>Unit 2 Electricity</p> <p>Agility and Co-ordination</p>	<p>Athletics</p> <p>Unit 2</p> <p>Running Throwing Jumping</p> <p>Games</p> <p>Unit 4 -Striking and fielding games</p> <p>Throwing and Catching, Striking</p> <p>Outdoor Adventurous Activities</p> <p>Residential Visit</p> <p>Leadership and Teamwork</p>