

Year 4 Curriculum map: Spring 1

English	<p>Writing Setting description and story with an alternative ending based on the animation 'Marshmallows'. To compose sentences with adjectives to create expanded noun phrases. To use prepositional phrases at the start of sentences and to punctuate these correctly. To use a wide range of conjunctions to extend sentences.</p> <p>Newspaper Report based on the story of Beowulf To use adverbial phrases at the start of a sentence. To use similes and metaphors to describe the character. To use questions for the opening paragraph of the newspaper. To use inverted commas for direct speech.</p> <p>Reading Focus To understand how a character is feeling. To pick out descriptive language from a text. To be able to discuss words and phrases that create excitement. To identify the difference between fact and opinion.</p>
Maths	<p>Measurement - Time To be able to tell the time to the nearest 5 minutes in analogue, digital 12 and 24 hour time and to convert between them. To solve problems involving converting units of time.</p> <p>Multiplication and Division To recognise and use factor pairs. To revise the formal written method of multiplication. To divide 2 and 3 digit numbers by 1 including remainders.</p> <p>Measurement To be able to multiply and divide by 10, 100 and 1000. To convert between different units of measure. To estimate, compare and calculate different units of measure including money.</p>
Science	<ul style="list-style-type: none"> • To be aware of the sounds around school. • To explain how sound travels. • To identify the pitch of a sound. • To explore how sound changes over distance. • To investigate sound proofing.

P.E	<u>Games - Tag Rugby</u> <ul style="list-style-type: none"> To carry out simple passes with a rugby ball. To learn the rules of removing tags. To learn the basic rules of the game. <u>Gymnastics</u> <ul style="list-style-type: none"> To explore different ways of travelling on the floor and on apparatus. To create sequences involving symmetrical and asymmetrical balances, jumps and rolls. To jump and land safely from equipment.
History	<ul style="list-style-type: none"> To know what life was like in England at the end of the 4th Century. To identify what life was like in England after the Roman Empire. To identify the reasons why the Anglo-Saxons invaded Britain. To discover how place names come from Anglo-Saxon times. To recognise how Anglo-Saxons ruled Britain. To explain why the Vikings came and where they came from.
Geography	Not covered this half term
R.E	<ul style="list-style-type: none"> To identify how and where Hindus worship. To recognise different Hindu festivals and how they are similar and different to some Christian festivals.
Music	<ul style="list-style-type: none"> To know what pitch means. To identify pitch changes in a piece of music. To know what a pentatonic scale is. To create a piece of music using a pentatonic scale.
P.S.H.E	<ul style="list-style-type: none"> To be able to describe our hopes and dreams and that they may not always happen. To reflect on happy experiences in order to help cope with disappointments. To set goals and the steps it takes to get to the goals.
Art	<ul style="list-style-type: none"> To continue using tints and shades to create a 3 dimensional effect when painting.
Design and Technology	<ul style="list-style-type: none"> To evaluate and analyse electrical products. To design a torch to fit a set of specific user needs. To make and evaluate a torch.

Computing	<ul style="list-style-type: none"> • To use Excel and learn how to format cells. • To use the spinner, number and timer tools within a spreadsheet. • To create a line graph from an Excel spreadsheet. • To use a spreadsheet for budgeting.
French	<ul style="list-style-type: none"> • To use a traditional story to ask and answer questions in French. • To identify how to say weather phrases.