








Passport to Europe

Year Four Curriculum Information Terms Five and Six

Exciting Events

- Great Wood School camp! 25th - 27th April
- Weston Museum 'Iron Age Workshop'. This exciting session will be delivered in school on Tuesday 4th May
- Wow Day – Thursday 5th May. On this day we will start our European adventure – come to school in own clothes.
- Spanish Art Wow Day – Details to follow
- Welcome Home Celebration –Details to be sent out after May half term.

<p style="text-align: center;">English</p> <p>Reading: weekly guided reading and fortnightly reading comprehension to improve inference skills. Home reading: Reading Detectives comprehension booklet linked to Learning Theme. Writing: learning to plan and draft write, proof-read and edit and publish our writing. Poetry: performance poetry, inventing rhymes and patterns. Narrative: Stories inspired by 'Ug: Boy Genius of the Stone Age' and 'The Wolf's Footprints'. Non-fiction: persuasion (becoming a hunter-gatherer), news report, biography (Gaudi) discussion, instructions (sandwich recipe) letter writing (to year 3 teacher). SPaG: Noun phrases expanded by the addition of modifying adjectives, nouns and preposition phrases, appropriate choice of pronoun or noun within and across sentences to aid cohesion and avoid repetition, use of inverted commas and other punctuation to indicate direct speech. Weekly spelling activities linked with handwriting to include the grammatical difference between plural and possessive-s.</p>		<p style="text-align: center;">Maths</p> <p>Number: recall multiplication and division facts for multiplication tables up to 12 x 12, use place value, known and derived facts to multiply and divide mentally, recognise and use factor pairs in mental calculations, solve number and practical problems that involve increasingly large positive numbers, count in multiples 6, 9, 25 and 1000, order and compare numbers beyond 1000. Fractions: recognise and show, using diagrams, families of common equivalent fractions, count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing by ten, round decimals to the nearest whole number. Shape: compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes, identify acute and obtuse angles and compare and order angles up to two right angles by size. Measurement: measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Statistics: solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</p>	
<p>Science Forces and Magnets</p>  <ul style="list-style-type: none"> • Understand forces in the context of pushing and pulling. • Identify magnetic materials and explore the way magnetic poles can attract and repel. • Conduct an investigation into the strength of different types of magnet. • Investigate the effects of friction on different surfaces by exploring the movement of a toy car. 	<p>Geography Exploring Europe</p>  <p>Our journey will take us from the UK to Germany, Norway, Spain and France. We will:</p> <ul style="list-style-type: none"> • use maps and atlases to locate the world's countries, • understand the key physical characteristics of the UK and each of our chosen European countries, • identify similarities and differences between the UK and regions in European countries. 	<p>History Stone Age to the Iron Age</p>  <p>We will start our Learning Them with a trip back in time to learn about the changes in Britain from the Stone Age to the Iron Age. We will learn about:</p> <ul style="list-style-type: none"> • British chronology, • hunter-gatherers and early farmers, • copper mining in the Bronze Age, • Iron Age through an interactive workshop delivered in school by Weston Museum. 	
<p style="text-align: center;">Computing</p>  <ul style="list-style-type: none"> • e-Safety • Programming: • Use a variety of tools to create a programme • Recognise an error in a program and debug it • Becoming a games designer! • Research - Use the Internet to research maps in geography and foods in Cooking and Nutrition 		<p style="text-align: center;">Music</p> <ul style="list-style-type: none"> - Listen, appraise and participate in musical activities focused around the song 'Let Your Spirit Fly', an R&B song written for children. - Listen and appraise famous musicians from countries we will be visiting: Bach, Beethoven, Grieg, Domingo, Debussy. 	
<p style="text-align: center;">Design and Technology</p> <p>Textiles</p> <ul style="list-style-type: none"> - Design, make and evaluate a decorative felt flag to be displayed as bunting at the 'Welcome Home' ceremony. <p>Cooking and Nutrition</p> <ul style="list-style-type: none"> - Learn about a healthy and varied diet. - Research, design and make a healthy sandwich inspired by a European country. 		<p style="text-align: center;">Art</p> <p>Sculpture</p> <ul style="list-style-type: none"> - Create a sculpture inspired by the work of Antoni Gaudi. <p>Spanish Art Day</p> <ul style="list-style-type: none"> - Exploring and reproducing the work of the great Spanish artists, Pablo Picasso and Antoni Gaudi through drawing, painting and mosaics. 	
<p>R.E. (Religious Education)</p>  <ul style="list-style-type: none"> • Judaism: Belief and practices • Pentecost • Christianity: Prayer and Worship 	<p>PHSE (Personal Health and Social Education)</p>  <ul style="list-style-type: none"> • Relationships • The Changing Me 	<p>P.E. (Physical Education)</p>  <ul style="list-style-type: none"> • Outdoor Education • Athletics • Football • Striking and Fielding 	

