

## Year 4 Autumn Term

# LONG LIVE THE QUEEN

### Science

#### Electricity

- Identify common appliances that run on electricity
- Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery
- Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- Recognise some common conductors and insulators, and associate metals with being good conductors.

#### Sound

- Identify how sounds are made, associating some of them with something vibrating
- Recognise that vibrations from sounds travel through a medium to the ear
- Find patterns between the pitch of a sound and features of the object that produced it
- Find patterns between the volume of a sound and the strength of the vibrations that produced it
- Recognise that sounds get fainter as the distance from the sound source increases.

#### Working Scientifically

- Asking relevant questions and using different types of scientific enquiries to answer them
- Setting up simple practical enquiries, comparative and fair tests
- Making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers
- Gathering, recording, classifying and presenting data in a variety of ways to help in answering questions
- Recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables
- Reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- Using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions
- Identifying differences, similarities or changes related to simple scientific ideas and processes
- Using straightforward scientific evidence to answer questions or to support their findings.

### Computing

#### 3D Games

- To create a 2D layout of a 3D landscape in 2DIY 3D
- Input walls and barriers
- Input apples as targets to collect
- Assign a value to apples when collected
- Program apples with a sound and animation

#### Using Databases - Victorian Christmas

- Search database by given criteria.
- Search database in order to answer questions.
- Sort data in ascending/descending order using given criteria.
- Edit existing record information.
- Input own record into existing databases.
- Create graph to show one criteria.
- Collect information and create own database about own class.
- Add a field to own database.
- Create pie charts and chose appropriate ways of presenting data.

### Design and Technology

- Prepare and cook savoury dishes using a range of techniques.

### History

#### The reign of Queen Victoria and the influence and impact of the Victorian era.

- The power of the British monarch - Queen Victoria case study.
- Changes in social history during Queen Victoria's reign.
- Significant turning points in British history.

### Geography

- Locate the world's countries on the map - Victoria's reign - British Empire, Albert's links with Germany, Princess of India.
- Study of the environmental regions, key physical and human characteristics, countries, and major cities of one of these countries (e.g Germany/India).
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

### Physical Education

#### Invasion Games - Football

- Use running, jumping and multi skills in isolation and in combination.
- Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

#### Dance - Inspired by Victorian Era

- perform dances using a range of movement patterns.
- develop flexibility, strength, technique, control and balance.
- compare their performances with previous ones and

### Music

#### Specialist provision from The Kings.

### Languages

- Tu as un animal? Pets
- Quelle temps fait-il?- talking about the weather
- Les saisons- seasons

### Religious Education

#### God

- Offer suggestions for what texts about God mean.
- Describe how Christians show their beliefs about God the Trinity in the way they live.
- Make links between the teaching of God in the Bible and what people believe about God in the world today.

#### Places of Worship

- What can we learn from a Synagogue/Gurdwara/Mandir? (Choose one)

### Art & Design

#### Skill - Drawing

- Use a sketch book to record media explorations and experimentations as well as for planning and collecting source material for future work.
- Be able to solidify infill shapes with colour pencils, producing a range of tones with each.
- Be able to select different techniques for different purposes.
- Discuss own work and that of others.

#### Skill - Painting

- Organise their own working area, including setting out and clearing away.
- Replicating patterns and textures in their work.
- Start to use different kinds of paints.
- To discuss own work and that of other artists.

#### Skill - Print Making

- Be able to use the equipment and media with increasing confidence.
- Be able to create repeating patterns.
- Be able to print two colour overlays.