Year 4 Spring Term
PHARAOHS, GUTS & GORE

Science

States of Matter

- Compare and group materials together, according to whether they are solids, liquids or gases
- Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C)
- Explore a variety of everyday materials and develop simple descriptions of the states of matter (solids hold their shape; liquids form a pool not a pile; gases escape from an unsealed container)
- Observe water as a solid, a liquid and a gas and should note the changes to water when it is heated or cooled.

The Water Cycle

- Describe the key aspects of the water cycle.
- Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

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

Presenting Work on Computers

- Use Purple Mash themes – Literacy Information Texts – to create a variety of written documents based on current literacy topic.
- Type into text boxes
- Insert photos and pictures.
- Use appropriate layout for text type.
- Edit appearance of text (colour, font, size) and pictures (cropping etc).

Programming Simulations & Adding Variables

- Design, write and debug programs that accomplish specific goals.
- Use Purple Mash 'Frog to Prince' to control a simulation.
- To program a character to move right.
- Add the variable 'when touches' into a program to make character stop.
- Add another variable 'collision detected' to make character transform.
- Use Purple Mash 'Magician' to control a simulation.
- To drag instructions into programming window.
- Include a timer to change a variable (make a character disappear).
- Include a second timer to add second (make character reappear).
- Debug mistakes in given programs.
- Input text into a program.
- Use 'Repeat' function in an algorithm.

Design & Technology

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

History

Ancient Egyptians

- Achievements of the Ancient Egyptians.
- Overview of when and where the Ancient Egyptians appeared.
- In depth study of the Ancient Egyptians.

Geography

- Human & physical geography – The Nile.
- Locate Egypt on maps and focus on concentrating on its environmental regions, key physical and human characteristics, countries, and major cities.
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

Physical Education

Invasion Games – Tag Rugby

- 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.

Net & Wall Games - Tennis

- 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

Music

Specialist provision provided by The Kings.

Languages

- Les nombres 30-60
- Les objects de la classe et quelle est ta matière préferée?- school/ classroom objects and school subjects
- Mes passé temps- sports and leisure

Religious Education

People of God – Moses

- Explain connections between the story of Moses and the concepts of freedom and salvation, using theological terms.
- Make clear connections between Bible texts studied and what Christians believe about being the People of God and how they should behave.
- Explain ways in which some Christians put their beliefs into practice by trying to bring freedom to others.
- Identify ideas about freedom and justice arising from their study of Bible texts and comment on how far these are helpful or inspiring, justifying their responses.

Salvation

- Order Creation and Fall, Incarnation, Gospel and Salvation within a timeline of the Bible's 'big story'.
- Offer suggestions for what the texts about the entry into Jerusalem, and the death and resurrection of Jesus might mean.
- Give examples of what texts studied mean to some Christians.
- Make simple links between the Gospel texts and how Christians mark the Easter events in their church communities.
- Describe how Christians show their beliefs about Psalm Sunday and Easter Sunday in worship.
- Make links between some of the stories and teachings in the Bible and life in the world today, expressing some ideas of their own clearly.

Art & Design