

Year 4 Summer Term

RUTHLESS ROMANS

Science

Animals Including Humans

- Describe the simple functions of the basic parts of the digestive system in humans
- Identify the different types of teeth in humans and their simple functions
- Construct and interpret a variety of food chains, identifying producers, predators and prey.

Living Things In Their Habitats

- Recognise that living things can be grouped in a variety of ways
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
- Recognise that environments can change and that this can sometimes pose dangers to living things.

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

Creating Animations

- Use Purple Mash 2Animate to create a flipbook of images.
- Draw own images using artistic tools.
- Add additional slides.
- Recognise that small changes between each slide will create a fluid effect when the program runs.

Internet & E-Safety

- Know how to access webpages.
- Recognise when a website is useful.
- Recognise there are different search options e.g images.
- Know how results of search are presented and sorted.
- Know how to copy and paste images from a website.
- Know how to use right click to 'Save as' with pictures.
- Use minimise buttons to switch between programmes.
- Use back and forward buttons to navigate through pages.
- Understand what .org, .co.uk, .com and .wiki say about web pages.
- Recognise acceptable and unacceptable behaviour on the internet.
- Identify a range of ways to report concerns about content and contact.
- To recognise security certificates and know what they are for.

Art and Design

Skill - Drawing

- To continue to express feelings through drawing.
- To continue using appropriate language.
- Solidify infill shapes with colour pencils and produce a range of tones with each.

Skill - Painting

- To confidently discuss and evaluate
- Use language appropriate to skill
- Use a brush confidently to produce marks appropriate for artwork
- Use media and equipment correctly.

History

Pupils should be taught about the Roman empire and its impact on Britain.

- Julius Caesar's attempted invasion in 55-54 BC
- The Roman Empire by AD 42 and the power of its army
- Successful invasion by Claudius and conquest, including Hadrian's Wall
- British resistance, for example, Boudica
- "Romanisation" of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity.
- Legacy of the Romans on Britain.

Geography

- Locate the world's countries, using maps to focus on concentrating on their 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

Athletics - Roman Games

- Develop flexibility, strength, technique, control and balance.
- Use running, jumping, throwing and catching in isolation and in combination.
- Take part in outdoor activity challenges both individually and within a team.

Striking & Fielding - Rounders

- Use running, jumping, throwing and catching 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

- Ou habites tu?- where do you live?
- Toutes directions- asking for and giving directions
- En ville- going into town
- Aux magasins- at the shops

Religious Education

Journeys (Other Faiths)

- Study Milestones of the Life journey
- Study Key points in the life of people, baptism, marriage etc. (including other faiths) or
- Comparison of pilgrimage (Christian & Hajj)

Kingdom of God

- Make clear links between the story of the Day of Pentecost and Christian belief about the kingdom of God on Earth.
- Offer suggestions about what the description of Pentecost in Acts 2 might mean.
- Give examples of what Pentecost means to some Christians now.
- Make simple links between the description of the Day of Pentecost in Acts 2, the Holy Spirit and the Kingdom of God and how Christians live their whole lives and in their church communities.
- Make links between ideas about the Kingdom of God explored in the Bible and what people believe about following God in the world today, expressing some of their ideas.

Design and Technology

Design, Make & Evaluate

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross sectional and exploded diagrams, prototypes, pattern pieces and computer aided design.
- Select from and use a wider range of tools and equipment to perform practical tasks (cutting, shaping, joining and finishing) accurately.
- Select from and use **construction materials** according to their functional properties and aesthetic qualities.
- Investigate and analyse a range of existing products.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Understand how key events and individuals in design and technology have helped shape the world.