MATHS

Number and Place Value

Count in multiples of 6,9,25 and 1000
Find 1000 more or less than a given number
Recognise the place value in each digit in a 4 digit number
Order and compare numbers beyond 1000
Round any number to the nearest 10 or 100

Addition and Subtraction

Use mental and written methods with increasingly large numbers
Use columnar addition and subtraction for numbers up to 4 digits
Estimate and use inverse operations to check answers
Solve 2-step addition and subtraction problems in context

Multiplication and division

Recall multiplication and division facts up to 10x10
Use place value and known facts to multiply and divide mentally
Multiply two and three digit numbers by a one-digit number
Solve problems using multiplication and addition

Fractions (including decimals)

Know that fractions and decimals are different ways of expressing proportion
Begin to identify equivalent fractions
Count forwards and backwards in simple fractions and decimals
Find fractions of whole number
Find the effect of dividing a one or two digit number by 10 and 100

Measures

Convert between different units of measure
Estimate. Compare and calculate different measures, including money

Data

Interpret and present discrete data using appropriate graphical methods
Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs

Geometry

Compare and classify geometric shapes, including quadrilaterals
Complete a simple symmetric figure
Describe position on a 2D grid using coordinates
Plot specific points and draw sides to complete a given polygon

MUSIC

Journey into Space –Holst's "Mars, The Bringer of War" Exploring how Holst bases this movement on an ostinato pattern. Create own "Mars" piece.

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)
Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.
Children will set up a visiting science fair and will share their knowledge of States of Matter.

Changes in materials – Special Effects Materials

WHAT ARE WE LEARNING IN TERMS 1 & 2 in Year 4

ICT

E-safety: Communicating and collaborating safely online; understand how privacy settings can be used to keep personal information private.

Programming: Scratch skills; create our own sprites and learn how to control them; create our own game to direct a rocket to the moon.

RE

Identity and belonging

PSHE

Funtrition

ENGLISH

Fiction

Create a prologue to introduce a Sci-Fi story
Write own Sci-Fi story –'The Missing 24hrs'/'The Glowing Pebble'

Non-Fiction

Persuasive writing linked to Monkton Park
Non-Chronological report with local focus

Grammar

Determiners, clauses, conjunctions, adverbs, prepositions, tenses.

Spellings

Statutory words; 'sure' endings; /g/ sound spelt 'gu; homophones; prefixes, 'in', 'il', 'im' and 'ir'; 'ei', 'eigh' or 'ey'; 'ed', 'ing', 'er' and 'en' endings.

ART and DESIGN

Pop Art portraits
Water colour pictures of Monkton Park

TOPIC

Key events of 1960s
Famous people: Neil Armstrong
Life in the 1960s
Local area study –Monkton Park
Local landmarks –Monkton House
Local Map studies
Local census studies

FRENCH

En route pour l'ecole.

PE

Real PE: units that focus on social and personal skills
Games: Tag Rugby and Tchouk ball