

## **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**

### Skills –

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’école.

## **PE**

Real PE: units that focus on social and personal skills

Games: Tag Rugby and Tchouk ball