

English

Fiction: Gulliver's Travels

Writing Outcomes: Innovated story based on Gulliver's Travels

Children will:

- ✚ Draw inferences about characters.
- ✚ Use dictionaries to check meanings.
- ✚ Generate questions, find answers.
- ✚ Record information from non-fiction texts.
- ✚ Use commas to mark clauses and start sentences with a fronted adverbial.
- ✚ Use inverted commas for dialogue



Poetry - Rivers

- ✚ Understand what a simile and metaphor is
- ✚ Write a poem based on a known model

Geography - Rivers

Identify where the 10 major rivers of the world are and the continents they flow through.

Understand how a river forms on high ground and how it changes as it journeys to the sea.

Understand the key features of a river using geographical vocabulary.

Understand what happens when a river reaches the coast.

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

Year 4- Spring 2



Miss Eccles
Mrs Taylor
Mrs Mayor

Art -Collage

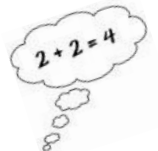
Pupils will experiment using paper to create different collages. They could be ripped or cut, layered or spaced-out, neat or messy. Pupils will find that collage has a wide variety of possible outcomes

Children will look at collage artists such as Artists - Derek Gores
Cecil Touchon

Mathematics

Length and Perimeter

- ✚ Perimeter on a grid
- ✚ Find the perimeter of a rectangle
- ✚ Find the perimeter of rectilinear shapes
- ✚ Find perimeter of regular polygons



Fractions

- ✚ Understand the whole
- ✚ Count beyond the whole
- ✚ Compare and order mixed numbers
- ✚ Understand improper fractions
- ✚ Convert mixed numbers to improper fractions

PE - Rugby and Dance

To demonstrate passing a ball using a swing pass accurately. To use a simple tactic in a game.

To create a mirrored sequence with a partner that tells a story.

RE - 4.4 Easter

Children will learn:

- ✚ trust and forgiveness are key Christian values.
- ✚ the incidents of betrayal and trust in the Easter story are significant to the outcome.
- ✚ the events of Holy Week and Easter are key to understanding what Jesus came to earth to do - God's salvation plan.

Computing



Learning the basics of programming in Scratch, children will create a simple script, use decomposition and understand what variables are. Pupils will create a simple timetables game using Scratch.