

Maths

- Identify, represent and estimate numbers using different representations
- Recognise the place value of each digit in a 4-digit number
- Find 1,000 more or less than a given number
- Order and compare numbers beyond 1,000
- Round any number to the nearest 10, 100 or 1,000
- Read Roman numerals to 100
- Add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction

RE

- Find out about what Trinity is and why it is important to Christians
- Understand why people follow God and the covenants

English

Writing

- Draft and write narratives, create settings and develop characters and plot - with consideration for the audience and purpose
- Use inverted commas and other punctuation to indicate direct speech
- Use commas after fronted adverbials
- Increase the legibility, consistency and quality of handwriting

Reading

- Summarise the main ideas of texts, including non-fiction
- Distinguish between fact and opinion

Key Texts: Percy Jackson & the Lightning Thief, Ancient Myths Collection (Geraldine McCaughrean), Biscuit Bear (Mini Grey) and The Day I Swapped My Dad for Two Goldfish (Neil Gaiman)

History - Ancient Greeks

- Learn about the location, physical features and climate of modern Greece
- Identify some of the similarities and differences between life in Athens and Sparta
- Infer information from artifacts about what life was like in Ancient Greece
- Describe similarities and differences from the past and give some reasons for this

Science

Sound:

- Know that vibrations from sound travels through a medium to the ear
- Record scientific findings

Electricity:

- Recognise some common conductors and insulators and associate metals with being good conductors
- Construct a simple series electrical circuit, identifying and naming the components

Music

- Use voice with increasing accuracy, fluency, control and expression
- Learn how to play the ukulele

Art

- Create several pencil tones when shading and create a simple 3D effect
 - Use tints and shades to paint a 3D object
- Design and Technology (DT)
- Use an electrical circuit in a designed product

PE

- Explore the skills of running, jumping, throwing and catching in isolation, and in combination
- Work on teamwork skills - communicating with others during physical activity

Computing

- Use technology safely, respectfully and responsibly for the purposes of research and word processing
- Learn to code - designing, writing and debugging programmes

French

- Introduce yourself and say where you are from
- Speak key facts about the Olympics

Year 4

Autumn Term

