

## GEOGRAPHY

- Use maps to locate key countries to identify homelands and settlements.
- Explore countries' physical and human characteristics to understand reasons for settling and invading.

## ART - Drawing

- Use hatching and cross-hatching to show texture when creating illuminating Anglo Saxon letters
- Design an Anglo Saxon brooch using different pencil types, inspired by artefacts

## MATHS

- To know and use numbers through counting, comparing, ordering and rounding
- Represent number in Roman numerals
- Solve problems using large positive numbers
- Add and subtract up to 4 digits using a column method
- Solve addition and subtraction word problems

## SCIENCE

- Classifying animals and plants
- Researching and creating food chains
- Exploring a range of instruments, learning how sounds are made
- Comparing and grouping materials together – melting chocolate.
- Identifying common appliances and using different components within a circuit

In order to commit our learning to long-term memory, we will revisit and build upon our understanding of these concepts in the Spring term.

## R.E – Sikhism

- Discover the significance of Guru Nanak, Guru Singh and “The Living Guru” (Guru Granth Sahib) in the lives of the Sikh community.
- Visit Handsworth Gurdwara
- Explore the wearing of the 5Ks and how they help Sikhs to lead better lives.



# Year 4 Autumn 1 ANGLO-SAXONS

## DT – Mechanical Systems

- Make a mechanical storybook, measuring to the nearest millimetre.



## MFL - Spanish

- To develop our prior knowledge through conversation and performance

## MUSIC

- Singing Mamma Mia as part of a group

## COMPUTING – Information Technology

- To prepare and present a PowerPoint to another year group to support the transition between key stages

## ENGLISH

- Story writing – predictions from a cliff hanger
- Inference of a mystery suitcase from “I’ll Take you to Mrs Cole”
- Role play – interviewer and suspect
- Life experiences of a battle – King Arthur
- Non-fiction – Harvest celebrations around the world
- Alternative ending – Rainbow Bear

## PSHE

- Make a “feelings barometer” to evaluate our emotions.
- Devise strategies for dealing with everyday difficulties, including assertiveness

## P.E – Football and Rugby

- Develop tactics in a team game to cause problems for the opposition
- In a game situation, maintain the possession of the ball, learning when to pass appropriately
- Learning to play as part of a team and the role of a leader

## HISTORY

- Use iPads, books and artefacts to learn about main events during the Saxon era.
- Suggest causes and consequences of the Anglo Saxons invading and settling in Britain.
- Explain events using historical vocabulary