

ART

Sculpture

- Create Egyptian models that include texture to convey feelings, expression or movement.

Print

- Use layers of two or more colours to make precise repeating patterns for an Egyptian tile.

MATHS

- Recognise and show, using diagrams, families of common equivalent fractions.
- Add and subtract fractions with the same denominator.
- Recognise and write decimal equivalents to $1/2$, $1/4$.
- Count up and down in hundredths; recognise that hundredths arise.
- Solve problems involving increasingly harder fractions.
- Find the area of rectilinear shapes by counting squares.
- Multiply two/three digit numbers by a one digit number using the formal written layout.
- Solve multiplication and division word problems.

SCIENCE

- Use classification keys to search for living things in our local and wider environment
- Finding pitch and volume of different instruments and sounds
- Describe the basic parts of the digestive system in humans through making our own
- Construct series circuits involving more components
- Observe materials changing state through practical investigations

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.

MFL - Spanish

- Learn the names of wild animals in Spanish.
- Use 'cognates' to make new vocabulary easier to remember.
- Play games, such as ¿qué animal es? to consolidate our skills.



Year 4 Spring 1



Were Ancient Egyptians treated better in death?

PSHE

- To be able to define the terms 'danger', 'risk' and 'hazard' and explain the difference between them.
- Understand that we can be influenced both positively and negatively.

R.E - Christianity

- Investigate the concept of The Trinity in Christianity by exploring and responding to historical artwork of the Father, Son and Holy Spirit.
- Evaluate the importance of water in the sacrament of Baptism.
- Ask "big" questions about the universe and create our own art work in response.

ENGLISH

- Write a lively and detailed recount of Christmas.
- Discover fascinating facts about Egypt from a holiday diary.
- Explain the rather gruesome process of mummification.
- Use role play to help us to become a character from "Can You Catch a Mermaid?"

COMPUTING - Digital Literacy

- Annotate and draw a superhero, recording your voice to explain how they are a responsible digital citizen.
- Role play scenarios to depict 'plagiarism' and understanding how to avoid it.
- To identify a range of ways to report concerns about content and contact.

HISTORY

- Describe different accounts of the discovery of Tutankhamun and explore the reasons why accounts may differ.

MUSIC

- Learn how to play and recognise the notes for EGBDF and FACE on a recorder.
- Perform a piece on the recorder with control and awareness of others.
- Recognise the symbols for a variety of notes and how many beats they represent.

P.E - Dance and Gymnastics

- To improve the placement and alignment of body parts to create interesting body shapes within dance motifs.
- Swing and hang from equipment safely to create sequenced movements.