

Year 4 Autumn

PE

Games

Autumn 1 - Rugby

Autumn 2 - Netball or Basketball

Strength and movement

Autumn 1 - Athletics - throwing and catching

Autumn 2 - Dance

Throwing and catching invasion games (rugby, basketball, netball)

- Throwing and catching - I can confidently pass and receive a ball varying in size
- Speed and direction - I can continue to control a ball when moving at varied speed and change my direction when necessary
- Strategies - I can listen and act upon what others say to solve a problem and improve my performance

Ball control invasion games (football and hockey)

- Dribbling - I can walk/jog confidently in a straight line and balance guiding a ball
- Ball control - I can stop the ball with control
- Change speed and direction - when travelling, I can stop and change direction at speed
- Striking - I can aim and strike towards a nearby target
- Passing and receiving - I can use a suitable motion to pass

GEOGRAPHY

Locational knowledge

- Locate the world's largest and most populous countries (USA, Canada, Australia, India and China) using maps to focus on Europe concentrating on their environment regions and key physical and human characteristics
- Name and locate counties that surround our wider area (Yorkshire) and large cities of the UK, geographical regions and their identifying human and physical characteristics, key topographical features.
- Identify human and physical features that have impacted where humans have settled and why
- Explain the similarities and differences between human and physical geography and how these may change
- Understand and use a widening range of geographical terms e.g. specific topic vocabulary; contour, heights, valley, erosion, deposition, transportation, headland, volcanoes, earthquakes
- Explore features on OS maps using six figure grid references
- Use world maps, atlases and globes and digital/computer mapping
- Draw accurate maps with more complex keys

CODING

- Decompose programs into smaller parts
- Use logical reasoning to detect and correct errors in algorithms and programs
- Select, use and combine a variety of software, systems and content that accomplish given goals
- With support, select and use a variety of software on a range of digital devices

RE

- How does religion inspire and motivate its followers
- Should we all create the same relationships and live the same way
- Reignite what influences them in their life and identify the influence religion and worldviews has on lives, cultures and communities including their own.
- Identify ultimate questions and behaviour that there are no universally agreed answers to these and start to develop your own answers to these questions
- Recognise and begin to ask important questions about how religious and moral values, commitments and beliefs can influence behaviour.

DT

- Create a model with a shell structure, which incorporates an element of movement
- Use knowledge of existing products to design a functional and appealing product for a particular purpose and audience.
- Understand the stages of the design process

HISTORY

- Britain's settlement by Anglo Saxons and Scots
- The Viking and Anglo Saxon struggle for the kingdom of England to the time of Edward the Confessor
- Develop understanding of how time periods have changed within and across time periods studied
- Compare and explain the similarities and differences between different time periods and artefacts
- Communicate their learning through the use of historical terminology and vocabulary appropriate to the period of history studied
- Can identify connections between different periods of study and impact
- Can summarise a time period and begin to ask questions about

SCIENCE

Sound

- Identify how sounds are made, associating some of them with something vibrating
- Recognise that vibrations from sounds travel through a medium to the ear and find patterns between the pitch of a sound and features of the object that produces it
- Find patterns between the volume of a sound and the strength of the vibrations that produced it
- Recognise that sounds get fainter as their distance from the sound source increases

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 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
- Recognise some common conductors and insulators and associate metals with being good conductors.

IMOVIE

- Trim a video in iMovie
- Solid video clips and remove unwanted parts
- Add music and sound effects
- Fix jump cuts with B-roll / overlay by adding and adjusting

DRAWING

- Sketch from different points of view
- Learn and understand perspective and use this to add depth
- Use the smudge tool to add a blur effect
- Use sketches school and keynote to create a digital movie
- Continue to explore a range of tool, pens, brushes and effects/textures
- Continue to explore a range of tools, pens, brushes and effects/. Textures
- Experiment with the use of opacity to add elements of transparency to your drawing .

ART

- Understand how to create 2D impressionist drawing using correct proportions
- Explore shading techniques using colour, shades and tones, using different grades of pencils
- Draws familiar objects with correct properties
- Observe how objects relate to each other
- Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques
- Use sketchbooks to plan work and develop ideas and techniques
- Discuss own and others work, expressing thoughts and feelings and identify modifications and changes to see how they can be developed further