



Year 4 – Summer 1



Terrible Tudors!

Key Vocabulary

Decomposition- breaking down of a large problem into smaller, simpler building instructions (smaller, manageable problems) in order to solve it.

Abstraction - in computing, is a way to simplify complex systems by focusing on the essential parts and hiding the unnecessary details, much like how a remote control works for a TV.

Algorithm- a set of step-by-step instructions that a computer follows to solve a problem or complete a task.

Bible- is the Christian scriptures, consisting of the Old and New Testaments.

Monarch- is a sovereign head of state, especially a king, queen, or emperor.

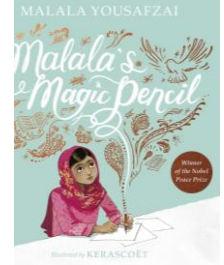
Species- grouping, or kinds of animals with similar characteristics

Classify- to arrange things in classes or groups according to shared qualities or characteristics

Ecosystem- a community of living things

English

We will be learning to write a persuasive letter based on our class text, Malala's magic pencil. We will also be learning to write a narrative based on a magical place and a non-chronological report.



Maths

Decimals - We will be learning to find tenths and hundredths. We will learn to partition decimals and compare and order decimals. We will learn to round to the nearest whole number and find halves and quarters as decimals.

Measurement-Money- we will be learning to write money using decimals and convert between pounds and pence. We will learn to compare amounts of money and estimate with money. We will solve word problems involving money.

Science – Living Things and their Habitats

How do living things choose where to live and what happens if their habitat changes?

We will learn the difference between vertebrates and invertebrates. We will explore our local habitat and identify different animals. We will learn how to use classification to group, name and identify different living things found in our area. We will learn to create a classification key for land invertebrates. We will learn about *Rachel Carson*.



History – The Tudors

How did the Tudors change Britain?

We will learn who the Tudors were and the timeline of events. We will learn about the different Tudor Monarchs and important figures from the Tudor era and their influence on our British History. We will find out about Tudor culture including art, music, architecture and clothing. We will compare life in this era with life today.



R.E.

Why is the Bible the best selling book of all time?

We will describe how and why the Christian Bible has developed over time. We will learn to evaluate the impact of people and events on the modern-day Christian Bible. We will investigate and identify where the Bible is found in different churches and how this has changed over time. We will identify examples of how the Bible has influenced modern British life.



French

Quelle est la date aujourd'hui?

We will learn to read and say the date in French.



PSHE / RHE

Being my Best

We will be learning to identify ways in which everyone is unique. We will learn about the importance of making good choices and about the importance of eating, exercising and sleeping and its importance to our health. We will find out ways in which we can contribute to the care of the environment and the importance of our school community. We will learn about basic first aid.

PE

Swimming- We will learn to swim at least 25m unaided.

Athletics- We will learn to develop our sprinting technique, analysing our own performance. We will compare our sprinting to running for distance and pacing techniques. We will learn to throw for distance with javelins and explore the triple jump.

Art

Light and Dark

We will learn to describe the difference between a tint and a shade. We will learn to mix tints and shades by adding black or white paint. We will create a final painting that shows an understanding of how colour can be used to show light and dark, and therefore show three dimensions. We will use tints and shades to paint an object in 3D.



Computing

Computational thinking

We will learn to recognise decomposition, abstraction, algorithm design and pattern recognition as key computational thinking skills. We will explain how decomposition and abstraction simplify problem-solving. We will identify patterns in problems and use them to solve problems. We will design clear algorithms and justify their choices. We will create logical sequences of steps to complete a task or project.

Music

Keyboards with Mrs Searle