Year 4 Spring 2

Pupil Learning Map















English: Fables

Children will be reading a range of fables to explore their morals and characters. Children will write their own fables.

Activities at home: Write your own stories that include morals and lessons to learn.

Physical Education: Swimming and Cricket

Children will learn striking and fielding tactics with cricket coaches.

Activities at home: Practise hitting balls back with different rackets. Play tennis, ping-pong, swing-ball, rounders etc.

Religious Education: Christianity, Hinduism and Judaism

Children will explore the different journeys people take in their lives and in their religion.

Activities at home: Look at milestones passed in different religions, for example Bah Mitzvah's in Judaism.

Mathematics: Decimals and Money

Children will link their knowledge of fractions to decimals. They will use tenths and hundredths, round decimals to whole numbers and divide whole numbers by 10 and 100.

Activities at home: Use decimals in real life when counting money or buying things.

Art: Drawing - Power prints

Children will be exploring mark making and create mixed media drawings.

Activities at home: Mark make and draw with different materials e.g. paint, crayons, food, mud.

Modern Foreign Languages: Spanish

Children will learn body parts and prepare for a presentation speaking about themselves.

Activities at home: Teach your family the body parts in Spanish. Sing head, shoulders, knees and toes.

Science: Living things and their habitats

Children will be looking at the causes and effects of climate change on the planet. They will learn ways they can make positive impacts to the world around them.

Activities at home: Research ways of helping the planet at home and in your local area.

Geography: Mountains

Children will identify and locate mountains within Europe and explore how settlements and economic activity are influenced by the Alps.

Activities at home: Locate mountain ranges around the world and how they are formed.

Computing: Minecraft

Children will learn to tinker, create and problem solve using Minecraft.

Activities at home: Play Minecraft and become familiar with the controls and materials available.

Educational Visit:

Freshwater Theatre Climate Change workshop

Year 4 Spring 2 Home Learning



As well as your English and Mathematics homework, there are different activities you can complete that link to other units of learning. Choose some activities off this sheet and bring them in to show your class!

Climate Change!

How is the world being affected by climate change? Research how it's affecting different habitats around the world and the wildlife that live there.



Fables

Create some animal characters that could be included in your fables. Design them and give them a personallty and characteristics.



Physical Education

Practice your hitting ad batting skills. Is it easier with a bigger ball or a smaller ball? What about the shape of the racket or bat?



Mountains

Make or label a map of mountain ranges around the world. Where is the tallest mountain located? Are there any under the oceans?



Go swimming with your family!

Show your family what you have learnt and how confident you are!



Minecraft

Recreate and build your classroom on Minecraft. You will need to think creatively and include as many details as possible.





Yearly Curriculum Overview

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Big Thinking	See Big thinking subject section within BG curriculum document for progression, teacher selects stimuli and themes							
English	Poetry Structured poems Explanation	Recount Newspaper article Text: Egyptian Echo Narrative	Shakespeare Festival Letter Text: Anthony and Cleopatra	Fables Text: Michael Rosen's Aesop's Fables	Biography Text: A range of biographies	Narrative Short Story Text: Street child		
	Explanation based on previous unit of learning Text: non-fiction texts	Part of a story from Characters POV (setting focus) Text: Marcy and the Riddle of the Sphinx	Cicopunu	resop s rubies				
Maths	Number: Place Value* (4 weeks) Addition and subtraction (3 weeks) Multiplication and Division (5 weeks) *include teaching of negative numbers from version 2.0		Number: Continue Multiplication and Division Fractions Decimals A and B Measurement: Money		Measurement: Length and Perimeter (2 week) Area (1 week) Time (2 weeks) Statistics: 1 week Geometry: Properties of Shape (2 weeks) Position and direction (2 weeks) Consolidation			
Science	Animals, including humans (Teeth)	Electricity	Living Things and their Habitats (Classification)	Living Things and their Habitats (Climate Change/Impact)	States of matter	Sound		
Computing	Fake or Real	Hours of Code	Dinosaurs	Minecraft Challenges	Endangered Animals	Game Designer		
Wider Curriculum (History or Geography)	History: Ancient Egypt Why was Ancient Egypt such a successful civilisation? Trade Achievements Invasion/Conflict Settlement/Civilisation	Geography: Earthquakes and volcanoes	History: Ancient Greece Why do historians think Ancient Greece is such a significant civilisation? Achievements Legacy Settlement/ Civilisation	Geography: Moving Mountains (European focus)	History: Roman Britain How did the Romans change Britain? Technology Trade Achievements Religion Settlement/ Civilisation/Empire Invasion/Conflict	Geography: Racing Rivers (comparative – United States of America)		



Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Religious	L2.3 Why is Jesus inspiring to some people?		L2.6 Why do some people think that life is a journey?		L2.8 What does it mean to be a Hindu in Britain today?	
Education	Christianity		What significant experiences mark this? Christianity Hinduism Judaism		Hinduism	
Art & Design	Craft and Design	Painting / mixed media	DT focus	Drawing	DT focus	DT focus
	Fabric of nature	Ancient Egyptian Scrolls	(See Design and Technology overview)	Power Prints	(See Design and Technology overview)	(See Design and Technology overview)
Design &	Art focus	Art focus	Mechanisms	Art focus	Structures	Textiles
Technology	(See Art and Design overview)	(See Art and Design overview)	Making a slingshot car	(See Art and Design overview)	Model mountainous landscape	Book Covers
Music	Poetry Performance	Sounds Exploring sounds	Building Beat	Around the World Pitch	Time Beat	In the Past Notation
	Environment Composition	Ancient Worlds Structure	Recycling Structure	Communication Composition		Food and Drink Performance
Physical Education	Invasion Games (Netball)	Gymnastics	Dodgeball	Striking & Fielding cricket	Athletics	Invasion games (dodgeball)
	Swimming	Swimming	Swimming	Swimming	Swimming + water safety	Swimming + water safety
Modern	Welcome to school	Local area	Family tree	Carnival, body parts	Feeling unwell & Jungle	Summer time
Foreign	-Super learners	-Bonfire night poem	-Epiphany time again	-Carnival of animals	animals	-Weather
Languages		-Commands/actions	-Meet the alien family	-Body parts	-I don't feel well	-lce cream
(Spanish)		-Shops, signs, directions -Christmas sparkle		-Easter egg hunt	-Walking through the jungle	