

Mathematics:

Shape

- Shape, angles (acute, obtuse)
- Order angles, triangles, quadrilaterals polygons, symmetry.

Position and direction

- Describe position using coordinates
- Plot coordinates
- Translate on a grid
- Describe translation on a grid

Statistics

- Interpret graphs bar & line graphs
- Draw line graphs

English:

The Miraculous Journey of Edward Tulane by Kate DiCamillo

- Story maps
- Poetry
- Instructions
- Writing in role
- Character descriptions
- Narrative descriptions
- Diary entry
- Autobiography
- Progressive apostrophes
- Comprehension skills

Science: Living Things and Their Habitats:

- Explore different habitats.
- Understand key facts about a habitat.
- Identify different ways to classify animals into groups.
- Create a classification key using a series of questions.
- Describe how animals adapt to their environment.
- Describe plants that live in a pond habitat.

Craft and Design: Fabric of Nature

- Understand starting points in a design process.
- Explore techniques to develop imagery.
- Explore using a textile technique to develop patterns.
- Learn how to create a repeating pattern.
- Understand how art is made for different purposes



Year 4 Summer Term 2 Curriculum

RE: Christianity:

- How and why do people mark the significant events of life?

MFL French: Time:

- Learning vocabulary to describe items of clothing.

PSHE:

- To continue with My Happy Mind – learning about the brain and strategies to help control our feelings.

Music: Samba and Carnival Sounds and Instruments

- Explain what samba music is
- Play their rhythm in time with the rest of their group.

PE:

- Dance

History: Investigating the Changes in Children's Lives Through Time:

- Why Tudor children worked and their conditions.
- Understand the working conditions of Victorian children.
- How Lord Shaftesbury help to change the lives of children.
- Explore the changes in children's leisure time.
- To know what were the diseases children caught and how were they treated in the Tudor and Victorian periods.

Computing: Data: Further Coding with Scratch:

- Learning the basics of programming in Scratch.
- To create a simple script.
- Use decomposition and understand what variables are.