

**Engage:** Visit to the Horniman Museum

**Express:** Sea Life Art

### Literacy

#### Spoken Language:

Ask relevant questions to extend their understanding and knowledge. Listen and respond appropriately to adults and their peers. Maintain attention and participate actively in collaborative conversations, staying on topics and initiating and responding to comments. Articulate and justify answers, arguments and opinions. Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas.

#### Reading:

Discuss words and phrases that capture the reader's interest and imagination. Predict what might happen from details stated and implied. Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence. Retrieve and record information from non-fiction. Use dictionaries to check the meaning of words that they have read.

#### Writing:

Discuss and record ideas. Compose and rehearse sentences orally (including dialogue) progressively building a varied and rich vocabulary of sentence structures. Discuss writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar. In narratives, create settings, character and plots. Assess the effectiveness of their own and others' writing and suggest improvements. Increase the legibility, consistency and quality of their handwriting. Organise paragraphs around. In narratives, creating settings, characters and plot. Assess the effectiveness of their writing and suggest improvements. Increase the legibility, consistency and quality of their handwriting. Organise paragraphs around a theme. In non-narrative material, use simple organisational devices.

### Physical Development

#### Dance (3):

Explore ideas of canon and order of performers  
Create a short dance phrase  
Make changes of level, speed, direction and repetition  
Select and apply canon and unison movements within a dance phrase

Explore accumulative canon  
Create a group dance using accumulative canon

#### Striking and fielding - Cricket:

Learn fielding techniques of underarm throwing and catching  
Evaluate own ability to underarm throw and catch  
Learn effective fielding positions to reduce scoring opportunities  
Learn how to strike the ball in various spaces to maximise scoring opportunities

### Personal, Social and Emotional Development

#### PSCHE: Good to be me

Recognise and celebrate my achievements  
Identify passive, aggressive and assertive responses  
Respond to an issue in an assertive way  
Differentiate between big and small worries and suggest ways to help

#### R.E.: Creation and God

Children should learn that Christians regard God as:  
- the Holy Trinity – Father, Son and Holy Spirit  
- creator  
- sustainer  
- just  
- saving  
- loving  
God is discovered in different ways through:  
- Bible  
- Jesus  
- conscience  
- other people  
- faith  
- reason

## SPRING TERM 2 2018 Activities Blue Abyss Year 4

### Mathematics

9. I am able to find the area of rectilinear shapes using counting square
4. I am able to calculate fractions of quantities, including non-unit fractions where the answer is a whole number e.g. find  $\frac{3}{4}$  of 20 litres
5. I am able to understand the relationship between non-unit fractions and multiplication and division, to include equivalence and fractions as operators
2. I am able to add and subtract fractions with the same denominator
23. I am able to add and subtract numbers with up to 4 digits using the formal written
18. I am able to read, write and convert between analogue (including clock faces using Roman numerals) and digital 12 and 24 hour clocks using am and pm where necessary
21. I am able to calculate time durations that pass through the hour
6. I am able to convert different units of measure.

### Understanding of the World

#### GEOGRAPHY: Seas and Oceans of the World; The Great Barrier Reef, Environmental issues

Identify the position and significance of latitude longitude Equator Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer, Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Median and time zones (including day and night)

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied  
Describe and understand key aspects of time geography including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water

#### SCIENCE: Living things and their habitats

Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Ask relevant questions and use different types of scientific enquiries to answer them. Construct and interpret a variety of food chains identifying producers, predators and prey. Record findings using simple scientific language, drawings, labelled diagrams, keys bar charts and tables. Make systematic and careful observations and, where appropriate, take accurate measurements using standard units, use a range of equipment including thermometers and data loggers.

#### COMPUTING: programming

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Select use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data

### Languages

Chn will be able to:

Understand a range of familiar spoken phrases - e.g. basic phrases concerning myself, my family, my school, the weather.

### Expressive Art and Design

#### Art and Design: observational drawing, 3-D models and Clay Sculpture

Create sketch books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. Find out about great artists, architects and designers in history.

#### Design and Technology: Submarine – working models

Understand how key events and individuals in design and technology have helped shape the world. Understand and use electrical systems in their products (eg – series circuits, incorporating switches, bulbs, buzzers and motors)