

Literacy

Poetry – creating images with words.

Narrative - Stories from other cultures: ‘The Butterfly Lion’ by Michael Morpurgo.

Stories which raise issues: ‘Sam’s Duck’.

Non-narrative - Explanation texts linked to our main topic of rivers and North America.

Geography

Children will identify and locate through a range of map work the main world river systems and their key features. They will learn about the main physical and human features of North America (including Native Americans) and compare a USA and UK rivers.

Pupils will understand how rivers are formed and the different climates associated with them. This work will link with the water-cycle in science.

History

As part of the geography topic pupils will learn about some key events on North American history, placing American history within a world history timeline.

RE

Our topics will include: the importance of Easter to Christians; questions that cause people to wonder; and belief in action.

Numeracy

Topics covered will include, number, place value, calculation, decimals and fractions, measures and statistics. Focus will be:

- Working with simple fractions, decimals and calculating fractions of amounts; and
- Working with measures including time, length and weight.

On-going focus:

- Securing accuracy and fluency in small number arithmetic.

Raging Rivers – Spring Year 4



Music

Developing key skills in pitch and rhythm by singing and playing tuned and un-tuned percussion. Learn about traditional North American music including basic drumming and songs.

PSHE & SEAL

PSHE: healthy eating and keeping fit

SEAL: Going for goals and Good to be me.

Science

States of matter - Children will compare and group together different materials. They will observe that some materials change state when heated. Learn about the water cycle.

Circuits – Pupils will identify the features of a working circuit whilst problem solving to and experimenting with different circuits

ICT

Computer Programs

Pupils will begin to design, write and debug programs that accomplish specific goals. They will use sequence, selection, and repetition in programs; work with variables and various forms of input and output. The children will use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

Art and Design

Children research and design a traditional North American totem pole.

Design and Technology

Research and make a musical instrument that could have been found in Native America.

MFL

Speaking, reading and writing French.

PE

Ball skills and games.