

English

In English, we have planned many different stimulus to spark some amazing writing. To begin with, we will look at a short-animated film called, 'Taking Flight' to then create our own narrative stories. Then, we will create a non-fiction fact page using James Brown's book 'A World of Cities' as our inspiration. In addition to our non-fiction writing, we will write volcano poetry that will be linked to our Geography learning about Mount Vesuvius in Campania, Italy. We will also be writing a recount about our trip to the Science Museum.

Maths

In Maths, we will start by continuing our learning on Multiplication and Division. Then, we will tackle Measurement, with a focus on Length and Perimeter. After that, we will study fractions and then link this to decimals and percentages. There will be a continued emphasis on problem solving, fluency and reasoning to deepen understanding. We will continue to work on our Times Table to prepare ourselves for the Times Table check that will take place in the summer term. Any extra practice at home on Times Tables is greatly recommended!

Science

In Science, we will be learning more about biology by finding out more about the life processes of animals, including humans. This will link with our trip to the Science Museum as we will be watching an interaction show about the digestive system. After half term, we will then explore states of matter and look at how solids, liquids and gasses change states.

Year 4 Topic Map

Home and Away



Trips and Visitors

We are very excited for our upcoming trip to The Science Museum in London. We will be adapting our learning to make the most out of this amazing opportunity. Please make sure you have given consent for your child to participate.

PSHCE and British Values

Children will be learning about their health and wellbeing, including learning about mental health, emotions and celebrating mistakes. Then, we will learn about safety and changing bodies. In this topic, we will learn about internet safety, including age restrictions, being 'share aware' and also how to safely consume information online. We will then also look at growing up and begin to introduce puberty. This is an important part of the PSHE curriculum and will serve as an introduction before going into more detail in Year 5.

Foundation Subjects

Geography

Our topic 'Home and Away' is based on a comparison between our local area, Crawley, and the Italian region of Campania. This region has many important features, including the Volcano, Mount Vesuvius, as well as the busy city of Naples. We will be looking at building our key geography skills, for example our map skills and our knowledge about human and physical geography. We will then look at volcanos in more detail and how they relate to earthquakes and plate tectonics.

French

Children will learn how to talk about pets as well as to be able to describe features of their homes.

Art

We will find out about the artist Marz Jnr. and create our own cityscapes in his style. We will also be creating our own murals based from the one in Crawley town.

Computing

We will look at computational thinking, exploring algorithms using scratch. Then we will look at handling data, creating our own weather forecast.

Music

We will learn the key features of Samba, including pulse, rhythm and breaks.

RE

We will learn about Hinduism, specifically, about Mandirs and their importance within a Hindu temple. Then, we will learn about Easter and its religious significance to Christians.

How you can help at home

Continue to read regularly with your child and talk about the texts. This can also include reading a higher level text to your child and then discussing it.

Practise times tables at home regularly.

Whenever possible, provide your child with opportunities to apply the maths skills that they have learnt to real-life situations, e.g. telling the time, calculating how much money they will need when buying a range of items and working out how much change they will receive.

Encourage children to write cards, stories, shopping lists while role playing.

