

Computing

We are Software Developers

Develop an educational computer game using selection and repetition. Understand and use variables. Start to debug computer programs. Recognise the importance of user interface design, including consideration of input and output.

English

Whole class reading

Direct teaching of VIPERS- Vocabulary, Inference, Predict, Explain, Retrieve, Summarise. Exploring different genres in fiction and non-fiction

Class Reader

The Animals of Farthing Wood

Writing

Fiction - **The Tin Forest** – Descriptive writing

RE

Being Modest

Why should we listen to others?
How do Christians demonstrate that Jesus' words matter?
How do Muslims demonstrate that Mohammed's words matter?

Cultivating Inclusion

How do you know you belong?
How do Sikhs show they belong?
How do Muslims show they belong?

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
- Recognise that environments can change and that this can sometimes pose dangers to living things.

Cornerstones

Misty mountain, winding river- This project teaches children about the characteristics and features of rivers and mountain ranges around the world, including a detailed exploration of the ecosystems and processes that shape them and the land around them.

The children will:

- Describe and understand key aspects of human geography
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied
- Use fieldwork to observe, measure, record and present the human and physical features in the local area
- Understand the processes that give rise to key physical and human geographical features of the world

Music

Singing Assemblies will take place once a week and we will have an outside visitor doing work with individual classes. .

How can you help at home?

Read with your child **every day**. The more words that children read/hear, the better they will perform in all areas of the curriculum. You can support them by asking questions like "What do you think will happen next? Why do you think the character said that? What does that word mean?" Encourage them to use an online dictionary to look up words they don't know or can't define.

Check your internet security settings. Did you know you can set the internet to only be accessible at specific times from certain devices? We are more than happy to help with this – please contact the school office for support.

Play online maths games such as TTRS or Hit the Button to improve maths fluency and recall.

Help your child to be independent by encouraging them to pack their school bag the night before school - ensuring they have their reading planners, reading book and any other equipment they might need.

MFL

Learning Spanish!

Ancient Britain

To learn how to say "I am", "I have" and "I live" in Spanish.

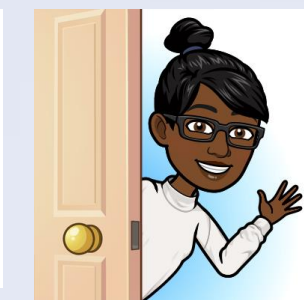
To learn how to say if you are a man or woman from Stone Age.

To learn how to say different historical time periods in Spanish.

To say where 'I live' as a Stone Age man or woman.

Autumn Term 1

Year 4



Chilwell Croft Academy

All Different, All Equal, All Achieving

PSHE

First Aid and what makes me, me?

- What should we do in an emergency?
- Making choices
- Scarf Hotel
- Harold's seven R's
- The School community.

Mathematics

Addition and subtraction

Add and subtract 4 digit numbers with one or more exchanges.

Use efficient subtraction and addition methods

Measurements

Equivalent lengths: m/cm, mm/cm, m/km

Add and subtract lengths

Measure perimeter

Find perimeter of rectilinear shapes

Multiplying and dividing

Multiplying and dividing by 10/100/1000

Multiply and divide by 3, 6, 9 and 7

PE

Handball and cricket

Learn to play team sports and gain valuable catching and throwing skills.

