Year 4						
Spring 1 and 2						
Subject	Skill	Context	Vocabulary			
To be a scientist	 With electricity, the skills the children will use are: to make relevant observations and comparisons to construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers to make a lamp light in a simple series circuit to develop a circuit that can be opened and closed using a switch to identify common conductors and insulators With living things and their habitats, the skills the children will use are: to identify that living things can be grouped in a variety of ways that classification keys help group, identify and name a variety of living things (habitats will be explored when the children attend Camp at Whitwell Hall during the Summer Term, through the riverdipping activity and exploring the environment) 	Visit EON's Scroby Sands Visitor Centre to learn about how electricity can be generated through renewable energy. For electricity, explore circuits by:	Electricity Circuit Switch Battery/cell Power source Wire Bulb Buzzer Conductor Insulator Living things and their habitats Classification Keys			
To be a geographer	 The skills the children will use are: to be able to make improvements to digital solutions based on feedback to make informed software choices when presenting information and data to create linked content to share digital content within their community 	The children will explore map skills through the use of I.C.T. and by creating a blog	Latitude and longitude Equator Tropic of Cancer Tropic of Capricorn Arctic Circle Antarctic Circle			
To be a historian	The skills the children will use are: • to research what it was like for a person from the past using primary and secondary sources • To give more than one reason to support an historical argument	To explore the difference between school life in Ancient Greece and modern-day schools. To investigate farming in Ancient Greece. To research the leaders of Ancient Greece, using a variety of sources, and why they were significant. To look at the differences between the original Olympics and their modern-day equivalent. Design a new Olympic sport.	Ancient Greece Olympics Primary and secondary sources Ancient Greek leaders: Alexander The Great, Militiades, Pericles, Aeschylus, Sophocles, Socrates			
To be an artist	 The skills the children will use are: to begin to experiment with different tools for line drawing to use shade to create depth to use pencils to create tone and shade, also to make intricate marks when drawing can experiment with a combination of materials create a 3D image from a 2D drawing transfer a drawing to a textile design 	Make a line drawing of a leaf. Using a 2-D picture, create a 3D image of a polar bear from a variety of materials	Line drawing Depth Tone Shade Materials 2D and 3D images Textile Design			

To be a designer	 The skills the children will use are: to create a final design for their product based on existing ideas creating a details plan considering their design criteria and intended purpose to use equipment and tools with increasing accuracy and safety to select the most effective materials, tools and techniques to use to measure, cut and assemble accurately to consider which materials are fit for purpose and join them appropriately to include a simple electrical circuit to think about their ideas and what changes they could make to improve their work to explain how they could improve their design 	Create a model of a wind turbine, incorporating an electrical circuit	Wind turbine Electricity 3D net Electrical circuit
To be a computing designer	 to be able to make improvements to digital solutions based on feedback to make informed software choices when presenting information and data. to create linked content. to share digital content within their community. to be able to demonstrate how variables can be used to store information while a program is executing, they are able to use and manipulate the value of variables. to make use of user inputs and outputs such as 'print to screen'. to use the designs for their programs to show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, 'if' statements, repetition and variables. to trace code and use step-through methods to identify errors in code and make logical attempts to correct this. to 'read' programs with several steps and predict the outcome accurately. 	Choose appropriate software to achieve set tasks. Use 'Scratch' to create a simple question and answer game.	Communication Technology Data Decomposition Software Internet World Wide Web Algorithm Coding Debug Input Output Program Repetition Selection Sequence Variable
To be linguist	 The skills the children will use in French are: to listen and respond to simple rhymes, stories and songs to recognise and respond to sound patterns and words to perform simple communicative tasks using single words, phrases and short sentences to listen attentively and understand instructions, everyday classroom language and praise words to recognise some familiar words in written form to make links between some phonemes and read aloud familiar words to experiment with the writing of simple words to identify social conventions at home and in other cultures 	Rigolo French programme	un tambour, une guitare, un piano, une trompette, une flûte à bec, une fille, un garçon, un dragon, un, deux, trois, quatre, cinq, six, sept, huit, neuf, dix, une trouss, un stylo, une règle, un crayon, un cahier, un livre, un sac, une gomme, rouge, rose, bleu, jaune, marron, orange. Giving your age: J'ai ans
To be a musician	Charanga music scheme	Charanga music scheme	

To be a	Dodgeball: to	develop throwing tow	vards a target: use jumps	Dodgeball		Dodgeball: opposition,
sportsman	Dodgeball: to develop throwing towards a target; use jumps, dodges and ducks to avoid being hit; to develop catching skills;			Bougesun		consecutive, conceding,
,		to block using a ball.	o, to develop eaterming entire,			defending.
		0				
	Basketball: to	use protective dribbli	ing against an opponent; to	Basketball		Basketball: interception,
			to jump stop and pivot; to			protective, opponent,
			hnique for the set shot.			defend, attack, travelling,
		, ,	•			possess.
	Gymnastics:	to develop control in p	erforming and landing	Gymnastics		
	*	otation jumps: to develop the straight, barren, forward and raddle roll, to develop strength in inverted movements; to be				Gymnastics: extension,
						body tension, momentum,
			lling movements; to be able			inversion, pathways
	-	equence to include app	_			
	movements.					Swimming: submersion,
						crawl, breaststroke,
	Swimming: to develop movement and submersion; to develop			Swimming		rotation, sculling, treading
		•	ont crawl breathing; to			8, 111
	-	• .	develop rotation, sculling			
		-	face dives and submersion;			
	_	ead above water breas				
To be a			skills the children will use	Service	Investigate the role of Christian charities,	God's Kingdom, Christian,
theologist	are:	,			such as the Salvation Army, Christian Aid	Samaritan, donate, Bible,
		open to learning abou	ut religions and belief		and CAFOD	charities: Salvation Army,
		evelop questions	at rengions and benef	Love	Write a letter to your friend about why it is	Christian Aid, CAFOD
			aluate what they have learnt		important to help one another	Muslim, community,
		idertake independent i	•	Норе	Discuss how you would feel if you were sad	responsibilities, mosque,
		press knowledge and t		1.000	and someone helped you	Qur'an, prayer
	to ex	press knowledge and t	anderstanding	Aspiration	Read the story of the Good Samaritan and	1 3 7, 3, 3
				/ ispiration	design a poster to encourage others to be	
					like the Good Samaritan	
				Friendship	Research about how children in Muslim	†
				Trichaship	communities share in festivals and	
					ceremonies	
				Trust	Watch BBC clips about belonging to the	†
				Trust	Muslim community	
To be a	The skills the children will use are			PATHS sche	,	Co-operation
reflector			•	1741113 Serie	ine of work	Conflict
101100101	To select feelings words To communicate with their peers To promote more effective conflict resolution					Resolution
						Social interaction
	•	esolving conflict	resolution			Social interaction
i	To develop their social interaction skills To understand that everyone is different and this is what makes us all special To learn self-control and how to co-operate with one another					
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Educational E	nhancements		Visit EON's Scroby Sands Visi	tor Centre to	find out interesting information all about Gre	eat Yarmouth's working
İ			windfarm and how it produc		_	ŭ
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Power of Re	eading text	'Ice Trap – Shackleto	on's Incredible Expedition' by	Meredith Ho	oper. This retells the story of Ernest	Antarctic
		le adventure to the Antarctic in 1914.			Expedition	
			ing A Note writing in role as character A Reading journals Text marking Story			
		♣ Character description ♣ Li				
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		Character description	า			
				positions to e	express time and cause 🌲 using fronted	

Collins Maths To be a mathematician	Collins Maths Scheme – Spring Tem	
Big Cat Collins Reading To be a reader	The children will be reading books related to our project on different habitats and the Antarctic. The skills they will use are • giving and explaining the meaning of words in context • retrieving and recording information from fiction and non-fiction • summarising ideas • making inferences from texts and justifying them using evidence • predicting what might happen next • identifying and explaining how information is related and contributes to the whole text • identifying and explaining how meaning is enhanced through the choice of words and phrases • making comparisons within texts	Nibbling, crunching, snacking, clacking, gargling, regular, glory, fitting, reward, exhausting, communities, protection, threat, encouraging, artificial, clever, cunning, intelligent, wise, talented, solves, wails, competitors, accusing, seems