

PE – Cricket and Athletics: In cricket we will be learning how to hit a ball in different directions, score runs, how to intercept a moving ball and to bowl overarm. During athletics we will be challenging ourselves in running, jumping and throwing tasks. How to accelerate over short distance, to a sling action to throw a discus.

English - Literacy Tree Text: Jabberwocky by Lewis Carroll

Wk 6-7

Computing – Micro:bits
Year 4 will be learning how to programme “micro:bits” for a range of different functions. This will also link in with our DT project.

History - How did Isambard Kingdom Brunel shape our local area?
We will be looking at how Royal Wootton Bassett has changed over the years and the role Isambard Kingdom Brunel has played in these changes locally, such as GWR.

PSHE – Changing me

English - Literacy Tree Text: Granny Came Here on the Empire Windrush by Patrice Lawrence

White Rose Maths: Shape, Statistics and Position & Direction

Wk 2-5

Wk 2- 4

RE: How has religion and belief shaped our local area?

Science: Properties of Materials
In this unit, it allows pupils to consolidate their learning from the previous term (Electricity) and add two more elements: thermal conductivity and elasticity.

DT – Mood Lighting
In this unit pupils will be working through an iterative design process to develop a concept for and create a mood light.

Music: Charanga - Mamma Mia: Interpreting and rehearsing the well known ABBA hit, Mamma Mia – all ready for our Celebration picnic!

English - Literacy Tree Text: Whole school text – The Day You Begin by Jacqueline Woodson & Rafael Lopez.

Maths Times table

Guided reading Text: The Lion, the Witch & the wardrobe by C.S. Lewis

Y4

Wk 1

Wk 1

Wk 2-7

Essential vocabulary – Science

Elasticity, flammable, toxic, chemical property, electrical conductors, electrical insulators, thermal conductors, thermal insulators.

Essential Vocabulary – History

Engineering, Industrial Revolution, infrastructure, innovation, locomotives, population, transport, Victorian era.