Maths

White Rose Hub

- multiply by 0, 1 10, 100 and divide by 1 and itself
- recall x & ÷ facts for x tables up to 12 × 12
- multiply and solve problems for two-digit & three-digit numbers by a one-digit number using formal written layout
- recognise and use factor pairs
- measure and calculate areas
- recognise fractions
- represent and count in tenths and hundredths as fractions and decimals
- recognise & show equivalent fractions
- add & subtract fractions with the same denominator
- calculate fractions of a quantity
- divide a 1-digit number by 10, 100

P.E.

Invasion Games

- develop consistent throwing and catching skills using a round/rugby ball
- develop passing and dribbling skills
- use and adapt tactics in a game situation

Swimming

- develop swimming skills between 50m and 100m
- use three different strokes on front and back
- know the dangers of water
- use appropriate survival and self - rescue skills

Music

Making Music- Link to Computing

- identify and discuss the main elements of music – pulse, rhythm, tempo, pitch, texture
- understand and experiment with rhythm and tempo
- create a melodic phrase
- compose a piece of music for Narnia scene

French

All About Me

- use numbers 1-10 and begin to write from memory
- use basic greetings and respond to simple questions
- use language to introduce themselves
- introduce immediate family

Year 4

Spring Term

PSHE

Jealousy

- recognise thoughts, feelings and emotions and know the difference between those that feel good and those that feel not so good
- describe how we can support others who feel lonely, jealous or upset
- understand how to act on our emotions and recognise how choices affect ourselves and others
- discuss ways that help control or manage emotions such as loneliness and jealousy

Art

The Land of Ice and Fire

- experiment with ways in which surface detail can be added to landscape/animal drawings
- apply pattern and texture in a drawing of a lion using a range of drawing implements
- work in monochrome – shades of one colour
- mix primary and secondary colours and use tints and shades
- explore ideas using digital sources
- record, collect and store visual information digitally

Computing

Making Music- Link to music

- identify and discuss the main elements of music – pulse, rhythm, tempo, pitch, texture
- understand and experiment with rhythm and tempo
- create a melodic phrase
- compose a piece of music

Animations

- make simple animation using 2Animate
- know and use onion skinning tool to make background in animation.
- add backgrounds and sounds to animations.