

English

Key Text: *You Wouldn't Want to Be a Roman Gladiator* by John Malam

Writing Outcomes: Narrative (fiction) Non-Chronological Report (non-fiction)

Pupils will be taught to

- Plan, discuss and write their ideas.
- write down ideas and/or keywords, including new vocabulary.
- Draft and write by composing and rehearsing sentences orally.
- Organise paragraphs around a theme.
- In narratives, creating settings, characters and plot
- In non-narrative, use simple organisational devices
- Evaluate and edit
- Extend sentences with a range of conjunctions
- Using fronted adverbials
- Grammar – commas after fronted adverbials, possessive apostrophe, punctuating direct speech

Science

Sound

Pupils will be learning to

- identify how sounds are made, associating some of them with something vibrating
- recognise that vibrations from sounds travel through a medium to the ear
- find patterns between the pitch of a sound and features of the object that produced it
- find patterns between the volume of a sound and the strength of the vibrations that produced it
- recognise that sounds get fainter as the distance from the sound source increases.

Religious Education

Theme: Beliefs and Practices

Religion: Judaism

Key Question: How special is the relationship Jew have with God?



Year 4 Autumn 1 Curriculum

Topic Overview



Memorable Experience

Visit to Verulamium

Art and DT

Pupils will create Roman coins and mosaics, using their sketch books to design their ideas. They will be creating Roman coins from clay.

History & Geography

History:

- The Roman Empire and its impact on Britain.

PSHRE (Personal, Social, Health, Relationships and Economic Education) - Being Me in my World

In this unit pupils will explore:

- Becoming a class team
- Being a school citizen
- Rights, responsibilities and democracy
- Rewards and consequences
- Our learning charter
- Owning our learning charter

Maths

Number & Place Value:

Pupils will be taught to

- count in multiples of 6, 7, 9, 25 and 1,000
- find 1,000 more or less than a given number
- count backwards through 0 to include negative numbers
- recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s, and 1s)
- order and compare numbers beyond 1,000
- identify, represent and estimate numbers using different representations
- round any number to the nearest 10, 100 or 1,000
- solve number and practical problems that involve all of the above and with increasingly large positive numbers
- read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of 0 and place value

Addition & Subtraction

Pupils will be taught to

- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- estimate and use inverse operations to check answers to a calculation
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

Computing

Coding

PE – Invasion Games

Pupils will learn to:

- Develop personal skills within 'Real PE'