



FOOD FOR THOUGHT

Summer Term 2019

Termly Overview Year 4

DT

Skills taught and applied for:

Food (a savoury snack)
slicing, chopping, mixing, rolling, designing, making, evaluating

Science

Skills taught and applied for:

Living Things - Classification and Interdependence
Teeth and Nutrition
habitats; food chains; environmental change
human teeth and digestive system; how teeth are related to diet; food chains

Art

Skills taught and applied for:

Indian Art
history of Indian art; using clay, exploring different types of patterns and creating their own.

Music

Skills taught and applied for:

singing; improvisation; expression, dynamics, pitch, musical notation; composition

English

Narrative:

Thematic stories; Take One Book (*Harry Potter and the Philosopher's Stone*)

Non-fiction:

Discussion; Explanation

Poetry:

Take One Poet (*Christina Rossetti*)

Maths

Fractions; written multiplication and division; negative numbers; time; triangles; coordinates; Roman numerals; data handling. Problem solving in a variety of contexts including measure.

History

Skills taught and applied for:

The Vikings
how the Vikings affected life in Anglo-Saxon Britain; how Britain became united; the end of the Anglo-Saxon/Viking era

RE

Skills taught and applied for:

Sikhism / Hinduism / Christianity
sacred texts and stories; taking responsibility for living together, values and respect

PE

Skills taught and applied for:

Swimming; Striking and Fielding Games; Athletics

French

Chez Moi; Goldilocks
Skills taught and applied for:
rooms and locations; phrase 'there is'; construct full sentences; reading a familiar story in French; identifying nouns, adjectives and verbs.

Geography

Skills taught and applied for:

Where does our food come from?
where food is produced; how it reaches our plates; global trade; food miles and the impact on the environment

PSHE

Skills taught and applied for:

Living in the Wider World
rules; rights and responsibilities; anti-social behaviour; money and enterprise

COMPUTING

Skills taught and applied for:

Programming and Games:
explore simulations; begin to note that abstraction can simplify them; decompose tasks, create and debug algorithms and understand how algorithms support the programming process; write, test, debug and refine programs to achieve specific objectives.

How parents can help:

- Ensuring the children are reading regularly, including a mixture of fiction and non-fiction; asking questions to check their understanding and help them increase their vocabulary.
- Helping children learn the Year 3 and 4 spelling words, and any other spellings that may be sent home.
- Helping your children learn the times tables up to 12 x 12 and related division facts
- Multiplication, division and fractions: help children understand the practical everyday uses of these.
- Help with homework, if necessary.

Visits:

Harry Potter World (Warner Brothers Studio Tour) Thursday 4th July 2019