

Spring 2 Curriculum Planning

Literacy

Identify the audience for writing.
Interweave descriptions of characters, settings and atmosphere with dialogue.
Guide the reader by using a range of organisational devices, including a range of connectives.

Organise paragraphs around a theme.
Join letters, deciding which letters are best left un-joined.

Make handwriting legible by ensuring downstrokes of letters are parallel and letters are spaced appropriately.

Use the first two or three letters of a word to check its spelling in a dictionary.
Write from memory simple sentences, dictated by the teacher, that include words and punctuation taught so far.

Maths

Solve two-step addition and subtraction problems in contexts.

Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction.

Solve problems involving multiplying and dividing.
Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

Add and subtract amounts of money to give change.
Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.

Identify acute and obtuse angles and compare and order angles up to two right angles by size.

Identify lines of symmetry in 2-D shapes presented in different orientations.

Complete a simple symmetric figure with respect to a specific line of symmetry.

Computing

Create and edit sounds. Control when they are heard, their volume, duration and rests.

Use IF THEN conditions to control events or objects.

Create conditions for actions by sensing proximity or by waiting for a user input.

Specify conditions to trigger events.

Science

Identify how sounds are made, associating some of them with something vibrating.

Recognise that vibrations from sounds travel through a medium to the ear.

Set up simple, practical enquiries and comparative and fair tests.

Make accurate measurements using standard units

Identify differences, similarities or changes related to simple, scientific ideas and processes.

Use straightforward, scientific evidence to answer questions or to support their findings.

Year: 4 Topic: Good vibrations

Outside learning: Sounds in the environment, noise pollution.

Geography

Ask and answer geographical questions about the physical and human characteristics of a location.

Use the eight points of a compass, four-figure grid references, symbols and key to communicate knowledge of the United Kingdom and the wider world.

Use fieldwork to observe and record the human and physical features in the local area.

Describe how the locality of the school has changed over time.

History

Suggest causes and consequences of some of the main events and changes in history.

Compare some of the times studied with those of other areas of interest around the world.

Describe the social, ethnic, cultural or religious diversity of past society.

R.E.

Concepts: Brahman, Ataman, Avatars, Ahimsa, Samsara and Karma; The oral tradition and the Vedas, different genre and interpretations; Examples of teaching of Hindu teachers; Examples of events and experiences which have impacted on Hindu beliefs

RSHE

I know everyone is both similar and different to other people. I have considered how my family is unique to me. I can celebrate my uniqueness, knowing it should be respected

I can identify dangers by looking and listening. I can decide if an area is safe. I can help someone without risk to myself.

I know how to keep my body clean and hygienic.

Art and design

Adapt and refine ideas as they progress.

Explore ideas in a variety of ways.

Create images, video and sound recordings and explain why they were created.

DT

Design with purpose by identifying opportunities to design.

Make products by working efficiently (such as by carefully selecting materials).

Strengthen materials using suitable techniques.

P.E.

Plan, perform and repeat sequences. Move in a clear, fluent and expressive manner.

Refine movements into sequences. Show changes of direction, speed and level during a performance.

Travel in a variety of ways, including flight, by transferring weight to generate power in movements. Show a kinesthetic sense in order to improve the placement and alignment of body parts (e.g. in balances experiment to find out how to get the centre of gravity successfully over base and organise body parts to create an interesting body shape). Swing and hang from equipment safely (using hands).

MFL

Ask and answer simple questions and talk about interests.

Take part in discussions and tasks.

Demonstrate a growing vocabulary.

Music

Use sound to create abstract effects.

Create repeated patterns with a range of instruments.

Use digital technologies to compose pieces of music.

Evaluate music using musical vocabulary to identify areas of likes and dislikes.

Vocabulary

Vibration
Insulate
Sound pollution
Waves
Evolved
Pitch
Perpendicular
Parallel
Artefacts