

Autumn Term 1 in Year 4 – Benfleet is Invaded



English:

- A book study: How to train your dragon by Cressida Cowell (a fiction book).
- Writing skills: sentence structure and narrative writing skills, letter writing, instruction writing, speech and diary writing.
- Grammar, spelling and punctuation: prefixes and suffixes, common exception words, past and present tense.

Computing:

- Write a program with a sequence of instructions.
- Create an animation of a Viking raid.
- Learn that programming is the process of implementing algorithms as code.

History:

- Research and understand a significant local event – Battle of Benfleet.
- Investigate history of St Mary's Church.
- Research and understand who the Anglo Saxons were.
- Research and understand who the Vikings were.
- Viking raids and invasions.

Music:

- Dragon Scales.
- Explore melodies and scale.
- Focus on pitch in simple melodies.
- Listen with attention to detail and recall sounds.
- Play and perform using voices.
- Play musical instruments with increasing accuracy and fluency.
- Evaluate and suggest improvements.

Physical Education:

- Indoor PE- gymnastics.
- Focus on balance and movement.
- Outdoor PE- hockey.
- Develop dribbling, shooting, passing and receiving skills.
- Learn about positions and team organisation.
- Play some small sided games.

PSHE:

- Friendships and relationships with others.
- Class and school rules.
- Managing our feelings.

Mathematics:

- Recall times table facts up to 12 x 12.
- Recognise the place value of each digit of a four digit number (Th, H, T & U).
- Order and compare numbers beyond 1000.
- Solve 2 step addition and subtraction problems using different methods.
- Add and Subtract 2 three digit numbers using column method.
- Identify the properties of different triangles and quadrilaterals.
- Identify obtuse and acute angles.
- Learn inverse facts for multiplication and division.
- Read and write time between analogue and digital 12 hour and 24 hour clocks.
- Convert different units of measurement e.g. km into m.

Science:

- Identify common appliances that run on electricity.
- Construct simple circuit naming different parts.
- Identify common conductors and insulators.
- Construct a simple series circuit.
- Create a quiz board using our knowledge.

Art & Design:

- Use sketching techniques to create different features of a dragon, focussing on shape and texture.
- Design and collage a dragon using a range of materials.
- Evaluate your finished piece.

Design & Technology:

- Designing and making a Viking longboat.
- Investigate Viking ship designs.
- Consider different materials for construction.
- Use cutting and joining skills.
- Evaluate finished product against design criteria.

Religious Education:

- The local Anglican parish church – St Mary's.
- Understand features of a religious building.
- Use of symbols within religion.
- Role of church within local community.