

Year 4 Curriculum Objectives 2018 – 2019: Term 4

ENGLISH TEXTS Farther	MATHS Busy Ants Book 4B	
SCIENCE Electricity Identify common appliances that run on electricity. Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery. Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit. Recognise some common conductors and insulators, and associate metals with being good conductors. Working Scientifically asking relevant questions and using different types of scientific enquiries to answer them setting up simple practical enquiries, comparative and fair tests making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers gathering, recording, classifying and presenting data in a variety of ways to help in answering questions recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions identifying differences, similarities or changes related to simple scientific ideas and processes using straightforward scientific evidence to answer questions or to support their findings.	DT Technical Knowledge <u>Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</u> Evaluate Investigate and analyse a range of existing products Understand how key events and individuals in design and technology have helped shape the world Design Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Make Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Evaluate Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	
COMPUTING IT-Multimedia and Communication Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information: Animation, Audio/Music, Presentation, Data Handling E-Safety: Conduct (How you behave) Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact		
PSHE Dot Com: Lessons 15-18 D&A- To understand the risks related to drinking alcohol To list common legal and illegal drugs To describe the effects and risks of these drugs/smoking/alcohol	PE Athletics and Dance	RE Sikhism - Part 2 unit 3 (The Guru Granth Sahib) To know that there were 10 human Gurus. To know about the Guru Granth Sahib, the final Guru - its contents, use and central place in the Gurdwara. To know about the Akhand Path – special reading of the Guru Granth Sahib. To know about the beliefs taught through the Guru Granth Sahib.
MUSIC Teaching (topic related if possible) Improvise and compose music for a range of purposes using the inter-related dimensions of music		