

Year 4 Curriculum Objectives 2017 – 2018: Term 3

School Value focus	<i>Tolerance of all religions and values</i>	
Overview of term across the school	Science: <i>Materials/Light/Sound/Evolution</i> Computing: <i>Multimedia and Communication/Computational Thinking</i> E-Safety: <i>Contact</i>	History: <i>Events Beyond Living Memory/Ancient Civilisations</i> Art: <i>Sculpture</i>
WRITING – LITERACY TREE/TEXTS The Heart and the Bottle	MATHS Busy Ants Book 4B	
SCIENCE Sound Identify how sounds are made, associating some of them with something vibrating. 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. Working Scientifically asking relevant questions and using different types of scientific enquiries to answer them 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.	Recognise that vibrations from sounds travel through a medium to the ear.	HISTORY The achievements of the earliest civilizations An overview of where and when the first civilizations appeared and a depth study of one of the following: <i>Ancient Sumer;</i> <i>The Indus Valley;</i> <i>Ancient Egypt;</i> <i>The Shang Dynasty of Ancient China</i>
ART Improve their mastery of art and design techniques, including sculpture with a range of materials [for example, clay] About great artists, architects and designers in history Create sketch books to record their observations and use them to review and revisit ideas	COMPUTING Computer Science-Computational Thinking Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs E-Safety: Contact (protecting yourself, public v private) 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 on the internet or other online technologies.	
PSHE Dot Com: Lessons 10-14 SRE- To identify some basic facts about puberty, reproduction and pregnancy First Aid- Choking	PE Gymnastics and Netball/Basketball	RE Sikhism - Part 1 unit 2 (The Sikh Gurus) To know about Guru Har Gobind and the story celebrated by Sikhs at Divali. To know that Guru Gobind Singh the last human Guru. To understand the importance of the 5 Ks. To know the Festival of Baisakhi. To recognise Sikh names. To know the story of the Guru and the Water carrier.
MUSIC Support Teacher Listen with attention to detail and recall sounds with increasing aural memory Develop an understanding of the history of music Appreciate and understand a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians		