

Planning Grid - Year 4 - Spring 1 2019

PSHE Going for Goals

- To understand how to stay safe online
- To break down a goal into a number of steps and wait for the result.
- To manage frustration by using a number of strategies.
- To predict the consequences of my actions.
- To understand that I am responsible for my behaviour.
- To understand the appropriate language for suitable circumstances

Art and Design

- Using our topic of rivers to explore perspective and the medium of water colours.
- Also linked to rivers, showing reflection through the medium of pastels.
- To create landscape paintings.

Geography

Rivers

- To recognise the main features of a river.
- To understand the importance of the Water Cycle.
- To know that a river has 3 distinct sections.
- To understand the effects and causes of river erosion.

RE

The Jewish life

- Make informed responses to peoples values and commitments (including religious ones) in the light of their learning.
- Explain how some forms of religious expressions are used differently by individuals and communities.

Literacy

- Secure skills in handwriting, punctuation and spelling

Writing

Through the topic Polar Explorers: Henson, Peary and Shackleton.

- Use of formal and informal language.
- Using first person writing (I, me, my, us, we).
- Developing vocabulary to using more adventurous adjectives, verbs and adverbs.
- Ordering events.
- Plan, write and edit with different styles of writing which will include: biography and diary.



Numeracy – White Rose Scheme

- Addition and subtraction of 4 and 5 digit numbers
- Multiplication and Division up to 12
- Multiplication and Division using the formal methods
- Measurement: Area
- Fractions
- Decimals

PE

- PE with Mr Rochford
- Swimming

Science

States Of Matter

- To compare and group materials together, according to whether they are solids, liquids or gases.
- To observe that some materials change state when they are heated or cooled.
- To research the effects of temperature.

ICT

- Using the program scratch to learn how to code