

# Planning Grid - Year 4 - Spring 2 2020

## PSHE Good to be me

- To recognise when I find something difficult and do something about it.
- To know why it is sometimes important to stop and think when we feel angry or stressed.
- To be able to tell someone when I have a worry.
- To develop strategies to clam down when angry.
- To know how to act assertively.

## Literacy

- Secure skills in handwriting, punctuation and spelling

### Writing (Focus : Into the Forest)

- How to build descriptive and suspense-filled writing.
- Look at what speech can reveal about a character.
- Plan, write and edit with different styles of writing which will include: diary; newspaper report and story writing.

## Numeracy

- To solve calculations with fractions.
- To calculate fractions of an amount
- To recognise decimals – especially tenths and hundredths
- To understand decimals on a place value grid
- To understand what happens when we multiply and divide whole and decimals numbers by 10 and 100.

## Art and Design

- Using our topic of rivers to explore perspective and the medium of watercolours.
- 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.



WHAT  
A  
JOURNEY!!!!

## PE

- Basketball
- Athletics

## Science

### States Of Matter

- To identify the part played by evaporation and condensation in the water cycle.
- To associate the rate of evaporation with temperature.
- To observe that some materials change state when they are heated or cooled.

## RE

### Passover

- To know when Jews celebrate Passover.
- To recount the story of The Exodus.
- To recognise the symbolism of the Seder plate.
- To understand the importance of freedom for the Jewish people.

## ICT

### Programming

- Continue to use the Scratch programme to create our own game using coding