

<p>English</p> <p>Invasion (Historical Settings Novel): Invasion by June Crebbin. Understand how authors write historical stories, using real events, details and some characters from the past.</p> <p>Non-fiction: Information Texts: Various Non-fiction texts: Links to Viking topic. Convey information in a simple non-narrative form.</p> <p>Christophe's Story (Other Cultures Novel): Christophe's Story by Nicki Cornwell. Understand cultural and political context of the story and relate what happens in the story to the cultural context.</p> <p>Poetry (Poetic Form): I like this poem by Kaye Webb</p> <p>Collected Poems by Grace Nichols and James Carter. Explore the form of different poems, using performance to deepen understanding.</p> <p>Traders and Raiders: Reports; Myths and legends; Character profiles; Poetry; Historical narratives.</p>	<p>Mathematics</p> <p>Money: Writing, comparing and rounding amounts of money; Estimating and Solving problems involving money.</p> <p>Mass, Volume, Length: Measuring the mass, volume and length; Converting units of mass, volume and length; Measuring perimeter in different units; Solving problems involving scale reading.</p> <p>Area of figures: Measuring the surface that an area covers; Measuring area.</p> <p>Geometry: Knowing and comparing types of angles; Classifying triangles and quadrilaterals; Identifying, making and completing symmetrical figures; Drawing lines of symmetry; Sorting shapes.</p> <p>Position and Movement: Describing position and movements; Plotting points.</p> <p>Roman Numerals recap: Writing roman numerals for 1 to 100.</p>	<p>Science</p> <p>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.</p> <p>States of Matter: Compare and group materials together, according to whether they are solids, liquids or gases; Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C); Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.</p>	<p>Design and Technology</p> <p>Materials: Let's Go Fly a Kite: 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. Annotated sketches and exploded diagrams show specific parts of a design, highlight sections or show functions. They communicate ideas in a visual, detailed way. Use annotated sketches and exploded diagrams to test and communicate their ideas. A prototype is a mock-up of a design that will look like the finished product but may not be full size or made of the same materials. Shell and frame structures can be strengthened by gluing several layers of card together, using triangular shapes rather than squares, adding diagonal support struts and using 'Jinks' corners (small, thin pieces of card cut into a right-angled triangle and glued over each joint to straighten and strengthen them). Prototype shell and frame structures, showing awareness of how to strengthen, stiffen and reinforce them. Useful tools for cutting include scissors, craft knives, junior hacksaws with pistol grip and bench hooks. Useful tools for joining include glue guns. Tools should only be used with adult supervision and safety rules must be followed. Select, name and use tools with adult supervision. Evaluation can be done by considering whether the product does what it was designed to do, whether it has an attractive appearance, what changes were made during the making process and why the changes were made. Evaluation also includes suggesting improvements and explaining why they should be made. Identify what has worked well and what aspects of their products could be improved, acting on their own suggestions and those of others when making improvements. Different materials and components have a range of properties, making them suitable for different tasks. It is important to select the correct material or component for the specific purpose, depending on the design criteria. A comparison table can be used to compare products by listing specific criteria on which each product can be judged or scored. Create and complete a comparison table to compare two or more products. Significant designers and inventors can shape the world. Explain how and why a significant designer or inventor shaped the world.</p> <p>Traders and Raiders: Making weapons and jewellery; Models of Anglo-Saxon homes; Clay rune stones, Textiles and printing: Block printing techniques and fabric paint are used to create decorative, repeated patterns on fabrics. Create detailed decorative patterns on fabric using printing techniques.</p>			
<p>Italian</p> <p>Listening comprehension: Traditional story; Shopping role-play: food items; How much? Numbers 10-20.</p> <p>Weather; Revision; Assessments</p>	<div style="text-align: center;">  <p>Year: 4 Term: Summer Topic: Traders and Raiders</p> </div>			<p>Starting Point Make a model of and Anglo-Saxon roundhouse.</p> <p>End Product Written outcome: Who were the Anglo-Saxons and Vikings? Creative outcome: Design and make a longship</p>		
<p>Computing</p> <p>Networks and the internet Creating media- Audio editing.</p>				<p>Visits/Visitors Chiltern Open Air Museum</p>		
<p>RE</p> <p>What is the best way for Jews to show commitment to God? Do people need to go to church to show they are Christians? Viking Gods</p>				<p>Art and Design</p> <p>Bodies (Henry Moore and Julian Opie): Art can be developed that depicts the human form to create a narrative. Explore and develop three-dimensional art that uses the human form, using ideas from contemporary or historical starting points. Materials, techniques and visual elements, such as line, tone, shape, pattern, colour and form, can be combined to create a range of effects. Develop techniques through experimentation to create different types of art. Artists use sketching to develop an idea over time. Create a series of sketches over time to develop ideas on a theme or mastery of a technique. Constructive feedback highlights strengths and weaknesses and provides information and instructions aimed at improving one or two aspects of the artwork, which will improve the overall piece. Give constructive feedback to others about ways to improve a piece of artwork. Warm colours include orange, yellow and red. They remind the viewer of heat, fire and sunlight. They can make people feel happy and they look like they are in the foreground of a picture. Cool colours include blue, green and magenta. Cool colours remind the viewer of water, ice, snow and the sky. They can make people feel calm or lonely and they recede into the background of a picture. Identify, mix and use warm and cool paint colours to evoke warmth or coolness in a painting.</p> <p>Traders and Raiders: Patterns and print making: Historical works of art are significant because they give the viewer clues about the past through the symbolism, colours and materials used. Explain the significance of art, architecture or design from history and create work inspired by it. Stitches include running stitch, cross stitch and blanket stitch. Use a range of stitches to add detail and texture to fabric or mixed-media collages. Different printmaking techniques include monoprinting, engraving, etching, screen printing and lithography. Combine a variety of printmaking techniques and materials to create a print on a theme. Natural patterns from weather, water or animal skins are often used as a subject matter. Represent the detailed patterns found in natural phenomena, such as water, weather or animal skins. Artwork has been used at different times and in different cultures to express ideas about storytelling, religion and intellectual satisfaction. Similarities and differences between artwork can include the subject matter, style and use of colour, texture, line and tone. Compare and contrast artwork from different times and cultures.</p>		
<p>Music</p> <p>Guitars; Pupils should be taught to listen with attention to detail and recall sounds with increasing aural memory; Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.</p> <p>To develop an understanding of the history of music.</p>					<p>History</p> <p>Anglo-Saxons and Vikings: The Viking invasion and Anglo-Saxon defence of England led to many conflicts. In AD 878, the Anglo-Saxon king, Alfred the Great, made peace with the Vikings, who settled in Danelaw in the east of England. Over time, the Anglo-Saxons defeated the remaining Viking rulers and the Vikings in England agreed to be ruled by an Anglo-Saxon king. Describe the significance and impact of power struggles on Britain.</p> <p>Anglo-Saxons and Scots from Ireland invaded Britain to fight and capture land and goods because the Romans had left. Anglo-Saxons also wanted to find farmland after flooding in Scandinavia. They wanted to make new homes and settlements and eventually settled in kingdoms, first across the south-east and eastern England and then across the whole country. These kingdoms later became the counties of Kent, Sussex, Wessex, Middlesex and East Anglia. Explain the cause, consequence and impact of invasion and settlement in Britain.</p>	<p>Geography</p> <p>Using maps; Settlements; Europe; An atlas is a collection of maps and information that shows geographical features, topography, boundaries, climatic, social and economic statistics of an area. Study and draw conclusions about places and geographical features using a range of geographical resources, including maps, atlases, globes and digital mapping.</p> <p>Fieldwork techniques, such as sketch maps, data collection and digital technologies, can provide evidence to support and answer a geographical hypothesis. Investigate a geographical hypothesis using a range of fieldwork techniques.</p>
<p>PSHE</p> <p>Trade fair and the Fair Trade ethos: Everybody has the right to earn a living. Slavery and its impact.</p>						
<p>Physical Education</p> <p>Kwik cricket Athletics Golden Miles</p>						