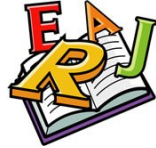## English

As readers and writers we will learn…

To use my inference skills when reading to provide answers based on evidence within the text

- To use my own research to write a persuasive letter to the Government to persuade them to stop pollution of UK rivers.

- To write a narrative, using a variety of skills, based around our text driver; The River Singers

Maths

As mathematicians we will learn…

- To calculate the perimeter of a rectangle and rectilinear shapes
- To convert between metres and kilometres
- To find the perimeter of polygons
- To be able to partition a mixed number
- To compare and order mixed numbers
- To find equivalent fractions families
- To add and subtract fractions
- To convert mixed number fractions
- To convert improper fractions

PE/ Games

As sports people we will learn…

- To develop skills used to play basketball

As a gymnast we will learn…

- To use rolling and rotating methods whilst mirroring

Computing

As programmers we will learn…

- To change digital images
- To edit the composition of a digital image
- To be able to change images for a range of different use
- To identify fake images
- To make and evaluate a publication

Science

As scientists we will learn…

- To recognise that living things can be grouped in a variety of ways
- To explore and use classification keys to help group, identify and name a variety of living things in the local environment
- To recognise hat environments can change and that this can sometimes pose dangers to living things
- To understand food chains

Year 4 Spring 2 Curriculum

Raging Rivers

Discover how rivers are created, raise awareness for the protection of British rivers and their importance to settlements

Geography

As geographers we will learn to…

- Describe the three courses of a river
- Name the physical features of a river
- Name some major rivers and their location
- Describe different ways a river is used
List some of the problems around rivers

PSHE / Circle Time

As citizens we will learn to…

- Identify and justify items they consider good value for money
- Identify multiple factors that influence whether something is good value for money
- Understand the importance of tracking spending

As home learners we will learn...

- To support our maths by practising our times tables using Times Table Rockstars
- To use technology to create a persuasive presentation to convince others to think carefully about their actions and teach them about the affect they have on the environment

DT

As designers we will learn to…

- Write a program that displays a timer on the virtual micro:bit based
- Suggest where the errors are, if testing is unsuccessful, by comparing the correct code to their own
- State key functions in the program editor (e.g. loops)