

English

As readers and writers we will learn...

- About the story of Beowulf as a class text
- To use non-fiction texts to research the Anglo-Saxons
- To use persuasive writing to encourage more Anglo Saxons to come to Briton.
- To build suspense in a first person narrative
- To write a character description about the beast, Grendel, from Beowulf



Maths

As mathematicians we will learn...

- To represent numbers to 10,000 and partition numbers to 10,000
- To be able to use flexible partitioning of numbers to 10,000
- To find 1, 10, 100, 1,000 more or less
- To use number line upto 10,000 and estimate on a number line to 10,000
- To compare numbers to 10,000
- To order numbers to 10,000
- To Round to the nearest 10, 100 and 1,000



PE/ Games

As sports people we will learn...

- To develop skills used to play the game rugby.

As a gymnast we will learn...

- To match and mirror movements throughout a routine



RE

As religious thinkers we will learn...

- To describe the meaning of faith through personal responses and understanding its definition
- To understand the meaning of faith through birth narratives of Jesus Christ
- To understand the value of having faith in our life and within communities



Year 4 Autumn 2 Curriculum

Anglo Saxons: Saviours or invaders?

Invasions, battles and mythical monsters: Travelling back in time to imagine what life was like during the Anglo-Saxon times.



History

As historians we will learn...

- To identify key features and events of the Anglo-Saxon period
- To use evidence to build up a picture of the Anglo-Saxons invasions and battles
- To ask a variety of questions about the life during the Anglo-Saxons times and answer these
- To use the internet and non-fiction texts to help our learning about the Anglo-Saxons



As home learners we will learn...

- To support our maths by practising our times tables using Times Table Rockstars.
- To design a set of armour for an Anglo-Saxon Warrior. Can you include a plan of your design, and include a fastening or create some form of movement to your armour?

Computing

As programmers we will learn...

- To make a object move using typed commands
- To explain the affect of changing the value of commands when programming
- To identify patterns in a sequence
- To design and create my own program
- To develop my program by debugging it



PSHE / Circle Time

As citizens we will learn...

- To understand the terms diversity and equality
- To understand what being part of community means
- To appreciate different identities, groups and communities



Art

As artists we will learn...

- To use shading to add interesting effects to my drawings of Saxon brooches including shadows
- To use carvings to a surface to creates shapes, texture and pattern to create my own Saxon brooch

