

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 Wind and the Willows



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 Dodgeball

As a gymnast we will learn...

- To develop our gymnastics skills.



Science

As scientists we will learn...

- To group animals in various ways, including vertebrates and invertebrates.

- To group plants in various ways, including flowering and non-flowering plants.

- To recognise and describe different habitats and their inhabitants.

- To recognise the impact humans can have on habitats.

- To recognise the impact of natural disasters on habi-



Year 4 Spring 2 Curriculum



What are rivers and how are they used?

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

Computing

As programmers we will learn...

- To develop the use of count-controlled loops in a different programming environment.

- To design a project that includes repetition.

- To modify an infinite loop in a given program.



Geography

As geographers we will learn to...

- To describe the three courses of a river.

- To name the physical features of a river.

- To name some major rivers and their location.

- To describe different ways a river is used

- To list some of the problems around rivers



PSHE / Circle Time

As citizens we will learn to...

- To identify and justify items they consider good value for money.

- To identify multiple factors that influence whether something is good value for money.

- To 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...

- To write a program that displays a timer on the virtual micro:bit based.

- To suggest where the errors are, if testing is unsuccessful, by comparing the correct code to their own.

- To sate key functions in the program editor (e.g. loops)

