

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 our research on the Anglo Saxons to create a non-chronological report

- To build suspense in a narrative inspired by Beowulf



- To write a character description about inspired by the beast, Grendel, from Beowulf

Science

As scientists we will learn...

- To identify solids, liquids and gases using their properties
- To describe melting, freezing, condensing and evaporating
- To describe the different stages of the water cycle
- To describe how temperature affects the rate of evaporation and, therefore, the water cycle



History

As historians we will learn...

- To evaluate the causes and consequences of the Anglo-Saxon and Scot invasions of Britain
- To identify change and continuity in Iron Age and Anglo Saxon settlements
- To explore Anglo-Saxon beliefs by making inferences about Sutton Hoo
- To identify how Christianity spread in Britain in the Anglo Saxon period
- To evaluate how and why the Anglo-Saxon rule ended



Maths

As mathematicians we will learn...

- To learn the multiples of 3
- To multiply and divide by 6
- To multiply and divide by 9
- To recall the 3, 6 and 9 times-tables
- To multiply and divide by 7
- To recall the 7, 11 and 12 times-table and division facts
- To multiply by 1 and 0
- To divide a number by 1 and itself
- To be able to multiply three numbers
- To understand factor pairs
- To multiply and divide by 10, 100 and 1000



Year 4 Autumn 2 Curriculum

What changed in Britain after the Anglo-Saxon invasion?

Developing an understanding of why people invaded and settled as well as Anglo Saxon beliefs and the spread of Christianity



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?

PE/ Games

As sports people we will learn...

- To develop skills used to play tennis

As a gymnast we will learn...

- To learn the stance, strikes and techniques used in Muay Thai



Computing

As programmers we will learn...

- To create a program in a text-based language
- To modify a count-controlled loop to produce a given outcome
- To create a program that uses count-controlled loops to produce a given outcome



PSHE / Circle Time

As citizens we will learn...

- To develop a growth mindset and understand that mistakes are useful
- To identify my own strengths and begin to see how they can affect others



Art

As artists we will learn...

- To draw using tone to create a 3D effect
- To explore how combining lines and mark making can show texture and tone in drawings
- To understand proportion by observing how it is used in artwork
- To understand composition in art

