

## 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 Headteacher to save animal habitats.
- To write an adventure narrative based around our text driver; The Journey.



## Maths

### As mathematicians we will learn...

- To recognise tenths as a fraction, a decimal and on a place value chart
- To recognise hundredths as a fraction, a decimal and on a place value chart.
- To use number lines to plot tenths and hundredths
- To divide 1 and 2 digit numbers by 10
- To divide 1 and 2 digit numbers by 100



## 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 habitats.



## Year 4 Spring 2 2026 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

## Art

### As artists we will learn to...

- To understand starting points in a design process.
- To explore techniques to develop imagery
- To explore using a textile technique to develop patterns
- To learn how to create a repeating pattern.

