Maths

Division
Mental Calculations
Money
Length, Mass and Volume.
Real World problem solving.

English

Guided Reading:
Oak: My Brother's Ghost by Alan Ahlerg
Birch: Rubbish Town Hero by Nicola Davies
Fiction: Defeating Tale.
Song as Hook: Let her go down by Steeleye Span
Cross Curricular Writing:
Diary entries and procedural texts.

Art: Anglo-Saxon printing

How can I practice techniques to create tone?
What makes an effective Saxon brooch?
What is printmaking?
Is print making the most effective way to design an Anglo Saxon brooch?

PE

Gymnastics using Real PE – Building our resilience and confidence to become successful gymnasts!
Tag Rugby
How can I pass the rugby ball using a waist pass?
How can I move the rugby ball using waist passes and running?
How can I smoothly pass, pick up and put down the rugby ball?
How can I get the ball for my team by intercepting passes?
How can my team move the ball forward by using backward passes?
How can I apply skills in a game of tag rugby?

Science

Animal including Humans.
How can we show how we move?
How can we investigate animal skeleton?
How can we show how important out teeth are?
How can we show what happens to our food?
How are plants and animals linked?

RE

Passover
What does freedom mean to us?
When might we celebrate our freedom?
What does the concept of freedom mean?
How is freedom expressed in Judaism?
Is it important for the Jews to celebrate freedom?

PDL:

Changing Relationships
What is a family?
What do we need in our lives?
What skills make a good friendship?
What is a friend?
Where can we get help when facing problems?

Year 4 – Spring 1

Was Alfred just born Great or did he become Great?
Hook: Trip to Winchester explore and discover who Alfred the Great and what he did.
Outcome: Create a plaque for King Alfred's statue in Winchester explaining his greatness to today's public.

Computing: Algorithms

How can we identify bugs and debug them within playground flowcharts?
How can we write an accurate algorithm so that 'sandwich bot' will make a jam sandwich?

Scratch: Conversation

How can I plan a conversation between the Anglo Saxons and the Vikings to programme using scratch?
How can I programme a conversation between two historical characters?
What do I need to do to debug any issues within my scratch?

SMSC

Social – Problem solving in Maths, History, ICT and Science. Teamwork in PE and P4C circle time in PDL and RE.
Cultural – Investigating the impact of the Anglo Saxons and Vikings, discovering religious celebrations in RE.
Spiritual – Exploring the Passover and what it means to different people.
Moral – Exploring the impact of our decisions and what family means to different people.

Music

How can I keep the beat following a gradually increasing tempo?
How can I play untuned percussion instruments with good control following gradual increases of dynamics and tempo?
How can I compose, notate and perform a 4 beat rhythm patterns along to a beat?
How can I play demonstrating gradual increases of dynamics and tempo in a class/ group performance?

History:

The Anglo Saxons vs The Vikings – who will conquer Britain?

King Alfred the Great
Who is King Alfred the Great?
What can we find out about Alfred the Great?
What is significant about King Alfred?
Was Alfred really great or just lucky?
Why was King Alfred so Great?

Linking to The Vikings in spring 2.