Year 4 Medium Term Planning Parent Overview

Science	Art & Design
Classifying Plants and Human Influences on the Environment We will be studying different types of plants and looking at the classification of those plants into separate categories such as flowering and non-flowering. We will also look at different ways to identify plants and their characteristics. We will also learn about the effect that human civilization has on the planet and the different theories regarding climate change. We will look at the effect the change in weather has on nature and the consequences of the change.	**Woodwork, Acrylic Paint on Fabric and Canvas** We will be creating our own woodwork sculptures based around characters from J R R Tolkien's book The Hobbit. We will also be looking at famous painters such as Matisse and be recreating their artwork on canvas and material with our own fantasy theme.

English: Spoken, Reading, Writing, Spelling	THEME	Mathematics
The Hobbit We will be creating our own narratives by innovating J R R Tolkien's book The Hobbit. We will be looking at Bilbo's descent into the cave to find the one ring and describing the journey he goes through. We will also look to build suspense and intrigue through characters such as Gollum and the Goblins. **Explanation Texts** We will look at the structure and language of an explanation text and craft our own versions using cross curricular links to give the text a purposeful and exciting twist.	**The Hobbit** No. of weeks:7 SPECIAL EVENTS Shakespeare Week Indian Drumming Travelling by Tuba Class Text- Harry Potter and the philosopher's stone.	**Decimals and Money** Children will learn to write decimals to two decimal places and be able to solve word problems requiring answers up to two decimal places. They will also learn to order decimals on a number line and be able to compare decimals to their fraction equivalents. They will also look at solving simple problems including money as a decimal and be able to work out the correct answers.

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Geography and History			RE
Mapping and Tolkien's effect on Literacy We will be using maps, atlases, globes and computers to locate and describe different features of countries in the world. We will look at the use of an 8 point compass and be able to plot to four and six figure grid references. We will study the influence Tolkien had on later literacy and also learn about Tolkien's life and wider works.			**Expressing- Why do some people think life is like a journey and what significant experiences mark this?** Children will be creating and looking at their own timelines and describing the journey of their life up until now. They will have the opportunity to represent and discuss turning points or milestones in their own lives and how they felt these made them the person they are today.
Languages	PE	Music	Computing
Mandarin We will learn to speak in sentences, using familiar vocabulary and phrases to engage in conversations, ask and answer questions and express opinions. We will also learn to apply new vocabulary in conversations with others towards the aim of performing a simple script to the class.	**Dance and Netball** We will develop our skills of Netball through enhancing technique and building stamina and strength through perseverance. We will develop flexibility, strength, technique, control and balance. We will compare and assess our performances with previous ones and demonstrate improvement to achieve our personal best. We will learn to develop our dance skills to enable us to competently, confidently travel using our body at different speeds and heights. **Outdoor PE requires PE shoes which are supportive of children's feet such as trainers and <u>NOT</u> regular outdoor shoes, or indoor plimsoles. Earrings, and other jewellery, must be removed for <u>all</u> PE lessons**	**Compose Soundtracks** We will look at building and composing our own soundtrack for the movie The Hobbit. We will look at the score already used and recreate our own versions of The Misty Mountains song. Children will learn to use software to manipulate sounds and craft their own innovated songs.	**Sequence and Selection** Children will learn to use sequence, selection and repetition in programs to create various algorithms. They will then have the opportunity to debug and fix their algorithms created and be able to pin point where the changes need to be made.

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