

## English

- Individual daily reading to encourage the children to read a range of texts
- Grammar and punctuation – apostrophes, word classifications, clauses and identifying subordination clauses
- Writing for a purpose in different genres such as diaries and news reports.
- Reading key texts such as *Voices* by Antony Browne and *Quest* by Aaron Becker to inspire writing.



## PSHE/Citizenship

- Setting goals for the new year
- Exploring myself as a learner
- Make my own success criteria
- I can predict the consequence for my actions
- I can make a choice about what to do based on my predictions.



## Design Technology

- Design and make their own catapult
- Select appropriate tools & techniques for making the product
- Suggest alternative ways for making product
- Measure, mark out, cut, shape a range of materials, assemble/join accurately
- Evaluate product



## Computing

The children this year will be taught computing by Mrs Woods. She will be introducing the children to a variety of new skills from the Key Stage 2 curriculum.

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems



## History

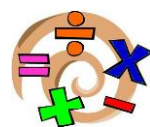
This is a History based topic and the children will be exploring life during the Roman Britain period.

- Where do The Romans sit within the chronology of British history?
- Create a timeline.
- To understand some of the reasons why the second Roman invasion was a success
- To know that sources about Boudicca contradict each other and to compare these.
- To make a comparison of these accounts which give different viewpoints



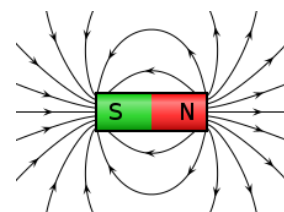
## Maths

- Place value – investigating possible solutions
- Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of 0 and place value
- Multiplication and division – mental methods and written methods.
- Measure – money, learning about pounds and pence
- Measure – Area
- Fractions of shapes
- Finding fractions of amounts.



## Science

- Pushes and Pulls - To notice that some forces need contact between two objects.
- Faster and Slower - To compare how things move on different surfaces. Planning and carry out forces investigation.
- Sorting materials - To notice that magnetic forces can act at a distance and attract some materials.
- Magnetic Strength. To observe how magnets attract or repel each other.
- Human body – teeth, digestive system.



## Ruthless Romans



### Squirrel Class Spring 2019

After School clubs available:  
Football, Lego, Multisports, Art,  
Gymnastics.

## Physical Education

- Speed, Agility and Quickness  
Building hand-eye coordination, body awareness and developing speed and strength.
- Gymnastic – different Heights and balances
- Games – Invasion Games, football and Tag Rugby.
- Swimming – Year 4 ONLY



## Art and Design

- Exploring art during the Roman period especially mosaics.
- Develop and practise the technique of printing individual small squares using a printing stick.
- Design and print a central motif for their mosaic using images of real Roman mosaics as a starting point.



## Religious Education

- Heroes and heroines
- Religious leaders
- Who inspires us to follow?



## MFL – French

- Learning a simple poem in French
- Recap on numbers 11 – 20
- Favourite playground games



## Music

- Identifying the metre in a piece of music
- Playing independent parts in more than one metre simultaneously
- Identifying and performing an ostinato Improvising to an ostinato accompaniment
- Performing rhythmic ostinati individually and in combination
- Layering rhythms  
Recognising rhythm patterns in staff notation
- Understanding pitch through composing, notating and reading graphic notation

