


<b>ENGLISH</b>		<b>MATHEMATICS</b>		
<p><b>Fiction</b> Poetry – focus poet Ted Hughes</p> <p><b>Non-Fiction</b> Information Text based on Ancient Greece</p>		<p><b>Fractions &amp; Decimals</b></p> <ul style="list-style-type: none"> <li>Count up and down in tenths.</li> <li>Recognise, find and write fractions of a discrete set of objects</li> <li>Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</li> <li>Recognise and show, using diagrams, equivalent fractions with small denominators</li> <li>Add and subtract fractions with the same denominator within one whole, compare and order unit fractions, and fractions with the same denominators</li> <li>Round decimals with one decimal place to the nearest whole number, compare numbers with the same number of decimal places up to two decimal places, solve simple measure and money problems involving fractions and decimals to two decimal places.</li> </ul>		
<b>COMPUTING</b>		<b>SCIENCE</b>		
<p><b>Programming</b> This unit is the first of the two programming units in Year 4, and looks at repetition and loops within programming. Create programs by planning, modifying, and testing commands to create shapes and patterns. Use Logo, a text-based programming language</p>		<p><b>Electricity</b></p> <ul style="list-style-type: none"> <li>identify common appliances that run on electricity</li> <li>construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers</li> <li>identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery</li> <li>recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit</li> <li>recognise some common conductors and insulators, and associate metals with being good conductors.</li> </ul>		
<b>HISTORY</b>		<b>Ancient Greece</b>		<b>GEOGRAPHY</b>
<p><b>Ancient Greece</b> – what can we learn from artefacts? What do we know about the Greek way of life? To use historical sources to learn about the Ancient Greeks. To put events in historical order. To know what life in Sparta and Athens was like.</p>				<p>What is Greece like? Map work – identify landmarks, compare weather to UK. How does it differ to England? Look at landmarks and geographical features Use maps, atlases, globes and digital/computer mapping to locate countries in Europe</p>
<b>PE</b>	<b>ART / DESIGN AND TECHNOLOGY</b>	<b>MUSIC</b>	<b>PSHE - Jigsaw</b>	<b>RE</b>
<p><b>Basketball</b></p> <p><b>Gymnastics</b></p>	<p>Ancient Greek:</p> <ul style="list-style-type: none"> <li>vases and silhouettes</li> <li>theatrical masks</li> <li>mosaics</li> <li>sculptors and statues</li> <li>architecture – drawing buildings and using perspective.</li> </ul>	<p>Learn a range of songs linked to skills of listening and appraisal (using specific musical vocabulary in describing music). Listen with attention to detail and recall sounds with increasing aural memory.</p>	<p><b>Theme 4:</b> Healthy me</p>	<p><b>Symbolism</b></p> <p>What symbols are important to you? What do some religions believe about God? How do they express these beliefs through art, language, rituals and symbols? How do symbols and language express deep ideas, beliefs and feelings?</p>