



Term: Autumn 1

Year group: 4

Topic: Around the World – Locational Knowledge

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
English	<p>Text driver 1: Why the Whales Came by Michael Morpugo</p> <p>Independent Writing: 'About Me' – fact file, postcard – chn to choose</p> <p>Poetry (Descriptive poetry)</p> <p>WALT: build a rich and varied vocabulary</p> <p>WALT: discuss words and phrases that capture the reader's interest and imagination</p> <p>WALT: Draft and write by: composing and rehearsing sentences orally, progressively building a varied and rich vocabulary</p>	<p>Fiction (Scene Setting):</p> <p>WALT: use expanded noun phrases</p> <p>WALT: use apostrophe for the possessive –s.</p>	<p>Fiction (Scene Setting)</p> <p>WALT: use fronted adverbials</p> <p>WALT: plan our writing by discussing and recording ideas</p>	<p>Fiction (Scene Setting)</p> <p>WALT: organise paragraphs around a theme</p> <p>WALT: proofread for spelling and punctuation errors</p> <p>WALT: use fronted adverbials</p>	<p>Non-fiction (Newspapers)</p> <p>WALT: retrieve and record information from non-fiction</p> <p>WALT: plan our writing by discussing writing similar to help our writing</p>	<p>Non-fiction (Newspapers)</p> <p>WALT: Extend the range of sentences with more than one clause by using a wider range of conjunctions</p> <p>Independent Writing:</p> <p>Newspaper</p> <p>WALT: organise paragraphs around a theme</p>	<p>Non-fiction (Newspapers)</p> <p>Independent Write:</p> <p>WALT: proofread for spelling and punctuation errors</p> <p>WALT: evaluate and edit by assessing the effectiveness of others' writing and suggesting improvements</p>
Maths	<p>Place Value</p> <p>WALT: recognise the place value of each digit in a four-digit number</p> <p>WALT: identify and represent numbers using different representations</p> <p>WALT: Find 1000 more or less</p>	<p>Place Value</p> <p>WALT: Count backwards through zero to include negative numbers</p>	<p>Place Value:</p> <p>WALT: round any number to the nearest 10, 100 or 1000;</p> <p>WALT: estimate using rounding</p>	<p>Place value:</p> <p>WALT: round any number to the nearest 10, 100 or 1000;</p> <p>WALT: estimate using rounding</p> <p>WALT: read Roman numerals to 100</p>	<p>Addition</p> <p>WALT: add numbers with up to 4 digits using the formal written methods of columnar addition</p>	<p>Subtraction</p> <p>WALT: subtract numbers with up to 4 digits using the formal written methods of columnar subtraction</p>	<p>Problem Solving – place value, addition and subtraction</p> <p>Link to population of places in Hampshire</p> <p>WALT: solve number and</p>



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	than a given number						practical problems that involving place value, addition and subtraction
Geography	<ul style="list-style-type: none"> On a world map, locate areas of similar environmental regions, either desert, rainforest or temperate regions. Locate and name the main counties and cities in/around Hampshire. 	<ul style="list-style-type: none"> On a world map, locate areas of similar environmental regions, either desert, rainforest or temperate regions. Locate and name the main counties and cities in/around Hampshire. 	<ul style="list-style-type: none"> On a world map, locate areas of similar environmental regions, either desert, rainforest or temperate regions. Locate and name the main counties and cities in/around Hampshire. 	<ul style="list-style-type: none"> On a world map, locate areas of similar environmental regions, either desert, rainforest or temperate regions. Locate and name the main counties and cities in/around Hampshire. 	<ul style="list-style-type: none"> On a world map, locate areas of similar environmental regions, either desert, rainforest or temperate regions. Locate and name the main counties and cities in/around Hampshire. 	<ul style="list-style-type: none"> On a world map, locate areas of similar environmental regions, either desert, rainforest or temperate regions. Locate and name the main counties and cities in/around Hampshire. 	<ul style="list-style-type: none"> On a world map, locate areas of similar environmental regions, either desert, rainforest or temperate regions. Locate and name the main counties and cities in/around Hampshire.
RE	Our School Mission	Creation	Creation	Creation	Creation	Mary Focus Week	Other Faiths
Science Longitudinal study	<ul style="list-style-type: none"> Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers 	<ul style="list-style-type: none"> Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers 	<ul style="list-style-type: none"> Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers 	<ul style="list-style-type: none"> Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers 	<ul style="list-style-type: none"> Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers 	<ul style="list-style-type: none"> Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers 	<ul style="list-style-type: none"> Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers



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Computing	<p>Rising Stars</p> <p>4.1</p> <p>We are software developers</p> <p>Developing a simple educational game</p> <ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	<p>Rising Stars</p> <p>4.1</p> <p>We are software developers</p> <p>Developing a simple educational game</p> <ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	<p>Rising Stars</p> <p>4.1</p> <p>We are software developers</p> <p>Developing a simple educational game</p> <ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	<p>Rising Stars</p> <p>4.1</p> <p>We are software developers</p> <p>Developing a simple educational game</p> <ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	<p>Rising Stars</p> <p>4.1</p> <p>We are software developers</p> <p>Developing a simple educational game</p> <ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	<p>Rising Stars</p> <p>4.1</p> <p>We are software developers</p> <p>Developing a simple educational game</p> <ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	<p>Rising Stars</p> <p>4.1</p> <p>We are software developers</p> <p>Developing a simple educational game</p> <ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
Art DT							
Music	Flutes – History and instrumental demonstration	Breath control and embouchure	Holding Flute correctly	Embouchure, clear sound and holding correctly	Embouchure, holding correctly, notes B playing and notation	Embouchure, holding correctly, playing B and A	Playing B,A and G. Playing and notation.