

Engage:

Express:

Literacy

Spoken Language:

Ask relevant questions to extend their understanding and knowledge. Listen and respond appropriately to adults and their peers. Maintain attention and participate actively in collaborative conversations, staying on topics and initiating and responding to comments

Articulate and justify answers, arguments and opinions. Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas.

Reading:

Discuss words and phrases that capture the reader's interest and imagination. Predict what might happen from details stated and implied. Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence. Retrieve and record information from non-fiction. Use dictionaries to check the meaning of words that they have read.

Writing:

Discuss and record ideas. Compose and rehearse sentences orally (including dialogue) progressively building a varied and rich vocabulary of sentence structures. Discuss writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar. In narratives, create settings, character and plots. Assess the effectiveness of their own and others' writing and suggest improvements. Increase the legibility, consistency and quality of their handwriting. Organise paragraphs around. In narratives, creating settings, characters and plot. Assess the effectiveness of their writing and suggest improvements. Increase the legibility, consistency and quality of their handwriting. Organise paragraphs around a theme. In non-narrative material, use simple organisational devices

Physical Development

Invasion Games: Hockey

To develop the techniques of dribbling

To evaluate their own & others dribbling techniques

To develop the techniques of the push & slap pass

To evaluate their own & others techniques of the push & the slap pass

To develop the techniques of hitting for shooting

To evaluate their own & others hitting technique for shooting

Play games with some fluency and accuracy

To evaluate their own & others performances & provide methods for improvement

To show understanding & application of simple attacking skills & tactics during matches.

Gym:

Have a confident and powerful run-up

Be confident in the technique of jumping and landing with the use of shapes from different heights

Being able to exit at a height using a shape both individually and with a partner

Be able to jump from front support to a shape with a partner

Link the sequence together and successfully mount and dismount the vault in a variety of different ways

Personal, Social and Emotional Development

PSCHE: Getting On and Falling Out

Working co-operatively to help a group

Being a really good friend

Keeping calm and overcoming feelings of anger

Solving a difficult problem with a friend

Say no to bullying:

- What it is?

- How does it feel?

- Why do people bully?

- How can we prevent and respond to it?

R.E.: Jesus: His early life and Teaching

-the historical context – Roman Empire

-his birth and its meaning

-baptism and temptations

-disciples, friends and followers

Teaching about the kingdom of God through parables and acts of healing

AUTUMN TERM 2 2017 Objectives Blue Abyss Year 4

Mathematics

-combines knowledge of number facts and rules of arithmetic to solve written calculations within the fluency focus

-adds and subtracts numbers with up to 4 digits using the formal written

-methods of columnar addition and subtraction where appropriate

-estimates and uses inverse operations to check answers to a calculation

-solves addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

-measure: converts different units of measure

-measures and calculates the perimeter of a rectilinear figure including squares in centimetres and metres *statics*

-completes, reads and interprets information presented in bar charts (e.g.: finds the difference between two bars showing temperatures, where one is 20°C and the other is 13°C, on a scale labelled in multiples of five)

Understanding of the World

GEOGRAPHY: Seas and Oceans of the World; The Great Barrier Reef, Environmental issues

Identify the position and significance of latitude longitude Equator Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer, Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Median and time zones (including day and night)

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied Describe and understand key aspects of time geography including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water

SCIENCE: Living things and their habitats

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. Ask relevant questions and use different types of scientific enquiries to answer them. Construct and interpret a variety of food chains identifying producers, predators and prey. Record findings using simple scientific language, drawings, labelled diagrams, keys bar charts and tables. Make systematic and careful observations and, where appropriate, take accurate measurements using standard units, use a range of equipment including thermometers and data loggers.

COMPUTING: programming

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Select use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data

Languages

Chn will be able to:

Understand a range of familiar spoken phrases - e.g. basic phrases concerning myself, my family, my school, the weather.

Expressive Art and Design

Art and Design: observational drawing, E-D models and Clay Sculpture

Create sketch books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. Find out about great artists, architects and designers in history.

Design and Technology: Submarine – working models

Understand how key events and individuals in design and technology have helped shape the world. Understand and use electrical systems in their products (eg – series circuits, incorporating switches, bulbs, buzzers and motors)