

The Ryde School

Curriculum Information

Autumn Term 2023

Year 4

Curriculum Area	Topics Covered
Art	Storytelling through drawing: We can tell stories through drawing. We can use text within our drawings to add meaning. We can sequence drawings to help viewers respond to our story. We can use line, shape, colour and composition to develop evocative and characterful imagery.
Religious Education	Why do some people think that life is a journey? What significant experiences mark this? To learn in depth from different religious and spiritual ways of life relating to milestones on the journey of life. Through exploring baptism, Bar and Bat Mitzvah or Hindu Samskaras and marriage pupils explore how and why people chose to mark significant moments in life.
Design and technology	Shell structures using CAD design: Designing - Generate realistic ideas and design criteria collaboratively through discussion. Develop ideas through the analysis of existing shell structures and use computer-aided design to model and communicate ideas. Making - Plan the order of the main stages of making. Select and use appropriate tools and software. Evaluating - Investigate and evaluate a range of shell structures including the materials, components and techniques that have been used. Technical knowledge and understanding - Develop and use knowledge of nets of cubes and cuboids. Know and use technical vocabulary relevant to the project.
Geography	Volcanoes: To explain what a volcano is. To explore what happens when a volcano erupts. To explore the features of volcanoes. To understand what tectonic plates are and what the 'ring of fire' is. To explore life in volcanic areas. To compare a volcanic area to a non-volcanic area. To be able to show what you have learnt about volcanoes. To recognise what a volcano is. To locate the world's most well-known volcanoes.
History	Romans, Anglo-Saxons and Ancient Egypt: To use evidence to ask questions and find answers to questions about the past. Location - To investigate where they originated from. Conflict - To describe the different experiences of conflict in the past. Travel - To understand how travel impacted life and times of change in the past.
Computing	Repetition in shapes: Learners will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language. Repetition in games: Learners will explore the concept of repetition in programming using the Scratch environment. Learners look at the difference between count-controlled and infinite loops, and use their knowledge to modify existing animations and games using repetition.
Modern Foreign Languages	French: Les formes- shapes: Pupils will learn to name up to 10 common shapes in French. They will also recap numbers learnt in Year 3. En classe- in the classroom: Pupils will learn to name familiar classroom objects. They will also learn to use 'J'ai '- (I have) and 'Je n'ai pas de...' (I do not have.)
Physical Education	All 4 Sport: Invasion games. Gymnastics: Balance - To identify and use different body parts to balance on and know which combinations produce stable or unstable bases. To balance and show specific planned body shapes. To move into and from balances with control and accuracy. To create a sequence on balance showing planning

	variations in shape, speed and levels.
Science	<p>Animals including humans: identify the different types of teeth in humans and their simple functions.</p> <p>Living things and their habitats: recognise that living things can be grouped in a variety of ways.</p> <p>States of matter: compare and group materials together, according to whether they are solids, liquids or gases.</p> <p>Sound: identify how sounds are made, associating some of them with something vibrating; find patterns between the volume of a sound and the strength of the vibrations that produced it.</p> <p>Electricity: identify common appliances that run on electricity.</p>

Enrichment Activities

Seaside trip

Image theatre

Science SETPOINT workshop

Pantomime trip

How you can help your child:

- Times tables rockstars.
- Encourage your child to read at least 5 times a week for 30 minutes. Remember that good readers become good writers!
- Home reading journals.
- Visit places of interest linked to our topics.
- Read different types of texts (e.g. newspapers, leaflets, information books).
- Play times tables games (e.g. Hit the button, times table tennis, times tables with number cards).
- Encourage use of a dictionary to check spelling and a thesaurus to find synonyms and expand vocabulary.
- Encourage opportunities for telling the time and solving problems involving time.
- Encourage opportunities for counting coins and money; finding amounts or calculating change when shopping.
- Identify, weigh or measure quantities and amounts in the kitchen or in recipes.
- Play games involving numbers or logic, such as dominoes, card games, darts, draughts or chess.
- Encourage opportunities for writing such as letters to family or friends, shopping lists, notes or reminders, stories or poems.
- Insist on cursive handwriting and the best presentation.