The Ryde School Curriculum Information

Curriculum Information Summer Term 2024 Year 4

Curriculum Area	Topics Covered
Art	Festival Feasts: I have explored the work of artists who are inspired by food. I can use my sketchbook to record and reflect how the artist's work makes me feel. I can use my sketchbook to draw food using a variety of media, drawing from still images and from life, exploring how I can use line, shape, and colour to capture the texture and form of the food. I can make a sculpture of food, understanding that by working in 3d my sculpture will be seen from different viewpoints. I have seen how my own sculpture can form part of a larger artwork, and how we can all find inspiration in each others' ideas.
Religious Education	Why is Jesus inspiring to some people? Make connections between some of Jesus' teachings and the way Christians live today. Describe how Christians celebrate Holy Week and Easter Sunday. Identify the most important parts of Easter for Christians and say why they are important. Give simple definitions of some key Christian terms (e.g. gospel, incarnation, salvation) and illustrate them with event. What can we learn from religions about deciding what is right and wrong? Give examples of rules for living from religions and suggest ways in which they might help believers with difficult decisions. Make connections between stories of temptation and why people can find it difficult to be good. Give examples of ways in which some inspirational people have been guided by their religion. Discuss their own and others' ideas about how people decide right and wrong.
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	Mountains (specific focus of Europe): Use a map to find countries and their key features. Locate key mountain ranges of the world. Locate key areas of higher ground in the UK and Europe. Use a map to find and describe key features of the mountains. Describe the key features of a mountain range. Explain how different types of mountains are formed. Describe a mountainous climate. Describe how tourism affects mountain regions in Europe.
History	Anglo-Saxons: Conflict -To find out about King Alfred the Great. To understand the events of 1066 and who the contenders for the throne of England were. Location - To understand the terms 'invaders' and 'settlers'. To understand who the Saxons were and where they came from Ancient Egypt: Settlements - To explore what the pyramids looked like. To discover why and how the Egyptians built the pyramids. Beliefs - To compare different Ancient Egyptian gods and goddesses. To look at some sources depicting Ancient Egyptian gods. Cultures and pastimes - To find out which pastimes were popular in Ancient Egypt.

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Computing	The Internet: That the World Wide Web is part of the internet, and will be given opportunities to explore the World Wide Web for themselves in order to learn about who owns content and what they can access, add, and create. They will evaluate online content to decide how honest, accurate, or reliable it is, and understand the consequences of false information. Audio production: Identify the input device and output devices required to work with sound digitally. Discuss the ownership of digital audio and the copyright implications of duplicating the work of others. Use Audacity to produce a podcast, which will include editing their work, adding multiple tracks, and opening and saving the audio files.
Modern Foreign Languages	French: Chez moi (My Home): Pupils will have the knowledge and skills to present both orally and in written form about where they live and which rooms they have and do not have in their homes in French. Quel temps fait-il? (What is the weather?): To describe the weather and to also present a weather forecaster pretending to be on television. This enables us to link the weather vocabulary with map work, compass points and general geography.
Physical Education	All 4 Sport: Athletics: recognise and name some athletic events and techniques; practise existing basic running, throwing and jumping skills; show some control and co-ordination when running and performing a jump or throw; follow step-by-step instructions, copy actions and learn new techniques with some accuracy; Swimming: To swim competently and confidently. To use a range of strokes effectively. To perform safe self-rescue in different water-based situations. Outdoor and adventurous: To take part in outdoor and adventurous activity challenges both, individually and within a team. To read, follow and understand maps. To take part in an orienteering exercise.
Science	Animals including humans: To be able to identify and classify carnivores, herbivores and omnivores. To be able to construct and interpret a variety of food chains. Living things and their habitats: To explore the human impact on habitats and environments. States of matter: To understand the process of evaporation. To understand the process of condensation. To identify the part played by evaporation and condensation in the water cycle. Sound: To explore the relationship between distance and volume. Electricity: To make a simple device which includes a circuit and a switch.

Enrichment Activities

Wider opportunities (Music) - Brass instruments Immersive Egyptians workshop The Edge (4 sessions) Bhaktivedanta Manor - Hare Krishna Temple Trip Swimming lessons Outdoor and adventurous week Sports Day

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.