

Literacy

- Discuss and record ideas.
- Compose and rehearse sentences orally, progressively building a varied and rich vocabulary and an increasing range 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, characters and plot.
- Organise paragraphs around a theme.
- In non-narrative material, use simple organizational devices. – Non Chronological reports

Art and Design, Languages and Music

Art and Design: Create sketches and record 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.

Artist – Andy Goldworthy

French: To speak in sentences in French, using familiar, phrases and basic language structures

Music: To play and perform in solo and ensemble contexts playing a guitar with increasing accuracy and control.

History, Geography and Citizenship

Geog, skills and fieldwork:

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

Geog - Locational Knowledge:

Locate the world's oceans.

Identify the position of the Northern hemisphere, southern hemisphere, equator, tropics of cancer, tropic of Capricorn.

Geog - Place Knowledge:

Describe and understand key aspects of human 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.

Mathematics

- Count in multiples of 6, 7, 9, 25 and 1000.
- Find 1000 more or less than a given number.
- Count backwards through zero to include negative numbers.
- Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones).
- Order and compare numbers beyond 1000.
- Identify, represent and estimate numbers using different representations.
- Round any number to the nearest 10, 100 or 1000.
- Solve number and practical problems that



Year: Four Theme: Blue Abyss 2016 – 17 BVB and SB

Computing Graphing

- Have regular opportunities to enter data into a graphing package and use it to create a range of graphs, and to interpret data across all subjects
- To compare how different graphs can be used for different purposes
- With support, plan structure and layout of document/presentation
- Select and import graphics from digital cameras, graphics packages and other sources and prepare it for processing using ICT

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.
- Recognise that environments can change and that this can sometimes pose dangers to living things.

PE (including Dance) and PSHE

- I can demonstrate precision, control & fluency in response to stimuli
- I can vary dynamics & develop actions with a partner or as part of a group
- I continually demonstrate rhythm & spatial awareness
- I can modify my performance & that of others as a result of observation & basic understanding of the structure of the body