Heathfield
PRIMARY SCHOOL

Curriculum booklet

Year 4

Summer 2

Writing

Keywords

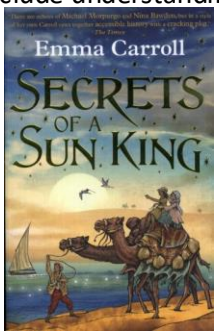
Persuasion	Subordinate clauses	commas
recount	Adverb openers	dialogue
non-chronological report	Fronted adverbials	expanded noun phrases
similes	conjunctions	Organisational features
metaphors	punctuation	language features

In school we will be learning

The writing in YR4 will be linked to the driver project for the term called: 'Ancient Civilisations'. This term, children will build upon the skills they've acquired this year. They will concentrate on writing various forms of writing, such as:

- Recount
- Persuasive formal letter
- Non-chronological report

While we explore these text types and the purpose of each, the children will also recap previously covered skills and develop others. These include understanding and using:



- Speech
- Subordinate clauses
- Expanded noun phrases
- Fronted adverbial
- Adverb openers
- Conjunctions
- Formal language
- Commas used accurately in complex sentences
- Accurate tenses
- First person

We will be using the class text 'Secrets of a Sun King' to support the writing focus each week and developing our skill applications. The children will be expected to draw on their knowledge of 'Ancient Egypt' and 'Indus Valley Civilisation' to complete their writing.

At home you can

- Practise writing a recount about an important event (Example: birthday celebration).
- Practise using subordinate clauses.
- Practise Year 4 common exception words.
- Practise your letter-join handwriting on letter-join website.
- Practise using fronted adverbials to further enhance sentence structure.
- Practise punctuating speech accurately.

Useful websites

How to write a recount

Letter-join

fronted adverbials

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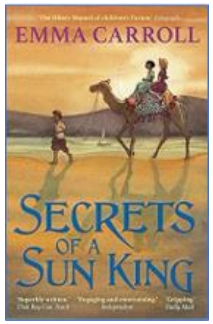
Reading

Keywords

inference	scan	civilisations
retrieval	skim	Egyptology
predict	respond	archaeologist
summarise	fluency	expedition
vocabulary	cursed	flashback

In school we will be learning

This term, Year 4 will continue to explore a fiction text called 'Secrets of a Sun King'. This text will be the focus of our learning. This book is linked to our topic Ancient Civilisations.



'A discovery from ancient Egypt . . .
A cursed package . . .
The untold story of a young pharaoh . . .'
When Lilian Kaye finds a parcel on her grandad's doorstep, she is shocked to see who sent it:
A famous Egyptologist, found dead that very morning, according to every newspaper in England!'

The mysterious package holds the key to a story. . .
about a king whose tomb archaeologists are desperately hunting for.
The children will develop their reading skills of: summarising, inference and vocabulary.

The children will also develop their understanding of book reviews and keep book reviews of class texts read as well as their current enrichment books. The children will be given new enrichment books in addition to their reading for pleasure books from the class library.

Children are encouraged to read for at least 10 minutes daily.

At home you can

- Practise how to answer inference questions with the link below.
- Write a setting description about Egypt.
- To listen to chapter 6 and 7 and make a prediction based on what you think will happen next.
- To look at some interesting vocabulary words in chapter 6 and 7.
- To practise summarising key parts of chapter 6 and 7.

Useful websites

Secrets of a Sun King- reading aloud

Inference practice

Skimming and scanning

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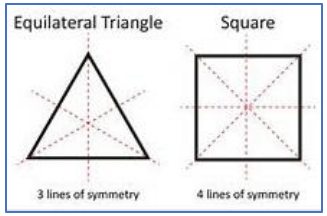
Maths

Keywords

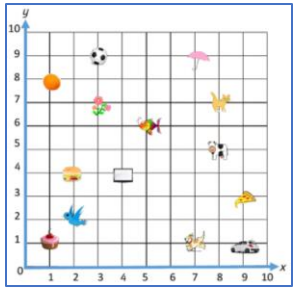
2 decimal places	analogue	plot
convert	digital	quadrant
estimate	polygon	translation
compare	line of symmetry	shape
equivalent	coordinates	

In school we will be learning

The children will learn about telling time using 12 hour and 24-hour clock. They will learn about analogue and digital times and how they can be read, written and converted.



Symmetry of 2D shapes will be investigated and explored through the use of patterns, polygons in a line of symmetry and through pictures.



We will finish off the year by learning all about co-ordinates. The children will describe positions on a 2D grid as coordinates in the first quadrant. They will learn about translation, how to plot specified points and how to plot sides of a polygon on grid.

At home you can

- Practise saying and reading the time with a family member – daily.
- Make a map of your local area and plot on different landmarks/ things to find.
- Draw and colour in a picture to demonstrate understanding of symmetry.
- Create a poster to show analogue time and its equivalent digital time.
- Find and make a list of identical objects in your home/ local area/ the world.
- Children to identify different currencies from around the world and explore what their value is – compared to the UK/ sterling pound.

Useful websites

Symmetry

What is analogue and digital time? - BBC Bitesize

Coordinates - KS2 Maths - BBC Bitesize

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Science

Keywords

electricity	conductivity	components
sources	predict	battery
devices	property	lamp
power	material	wire
function	circuits	safety

In school we will be learning

Electrical circuits and Conductors

In this science project, children learn about electricity. They identify sources of electricity and compare how electrical devices are powered. They learn to create a simple series circuit and identify and classify how circuit components work and their function. They observe a range of simple series circuits and predict whether they will work, suggesting solutions before testing.

Children learn about electrical conductivity as a property of materials for the first time and explore single core electric wires to identify their materials. The rest of this project will continue to Summer 2.

At home you can

- Practise making circuits at home with this game.
- Learn about electricity.
- Can you identify sources of electricity around your house?
- Can you identify how different electrical devices e.g. keyboard, TV are powered?

Useful websites

circuit game

learn about electricity

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History

Keywords

civilisation	contrast	Sumer	pharaoh
explore	continuity	Indus	rulers
ancient	achievement	Egyptian	archaeology
significant	consequence	Sumerian	impact
compare	timeline	period	chronology

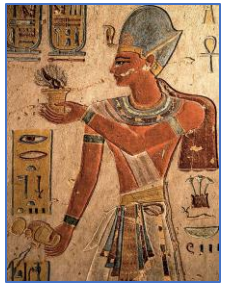
In school we will be learning

Ancient Civilisations

In the summer term, the children will learn about the history of three of the world's first ancient civilisations: ancient Sumer, ancient Egypt and the Indus Valley civilisations.

Children will learn about the rise, life, achievements and eventual end of each civilisation.

The children will develop their historical skills through learning based on chronological understanding of continuity and change in historical significance and cause and consequences of this period in time.



They will compare and contrast at least two of these civilisations and explore how they impacted lifestyles, developments and growth.

The children will also consider some of the lasting effects of these civilisations on the world today.

At home you can

- Use the links below to learn more about these ancient civilisations.
- Draw a pharaoh – use link below.
- Create a poster about some of the key artefacts from these periods.
- Write a descriptive piece of writing about what life was like in ancient Sumer/ Egyptian cities.
- Make a model of an ancient building from these times e.g. Egyptian/ Sumer temples, houses etc.
- Design and make a map of the city to show what could be found there.
- Cook a food that would have been consumed during these civilisations e.g. bread, soup, porridge or pastries.

Useful websites

Ancient Egyptian Recipes (ancient-egypt-online.com)

How To Draw A Pharaoh In (11) Easy Steps For Kids (hellodrawings.com)

10 Ancient Egypt Crafts for kids - Artsy Craftsy Mom

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Computing

Keywords

Scratch,
programming,
sprite,
blocks,
code,
loop,
repeat,
value,
infinite loop,
count-controlled loop,
costume,
repetition,
forever,
animate,
event block,
duplicate,
modify,

In school we will be learning

Repetition in games

The children will explore the concept of repetition in programming using the Scratch environment. The unit begins with a Scratch activity similar to that carried out in Logo in Programming unit A, where the children can discover similarities between two environments. They look at the difference between count-controlled and infinite loops and use their knowledge to modify existing animations and games using repetition. Their final project is to design and create a game which uses repetition, applying stages of programming design throughout.

At the beginning of the unit, the children will look at real-life examples of repetition, and identify which parts of instructions are repeated. They will then use Scratch, a block-based programming environment, to create shapes using count-controlled loops. The children will consider what the different values in each loop signify, then use existing code to modify and create new code, and work on reading code and predicting what the output will be once the code is run.

At home you can

Daily Life Loops:
Discuss with your child examples of repetition in daily life, such as brushing teeth, tying shoelaces, or routines like getting ready for bed. This helps them understand the concept of loops in a relatable context.

Scratch Tutorials:
Explore the Scratch website together and complete some beginner tutorials that focus on loops. This can provide a solid foundation for their project. The Scratch website offers step-by-step guides that are easy to follow.

Useful websites

SCAN ME

scratchJr

SCAN ME

ScratchJr Tutorials - click on 'Tutorials' tab at the top of the webpage

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D & T

Keywords

prototype	fulcrum	Wheel and axle
Inclined plane	rigidity	screw
lever	First class lever	force
pulley	Second class lever	effort
friction	wedge	

In school we will be learning

This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.

Children will consider details like rigidity, smoothness and strength and how these can affect the working of mechanisms within a machine.

They will be introduced to the concept of making a prototype, what this is and how it improves the design process.

Building on the knowledge of previous DT projects, the children will continue to develop their group-work skills, considering the clarity of their communication, how to give and receive constructive criticism and how to use this to improve their design.

At home you can

- Look at items around the home and in your neighbourhood that include a pulley system eg. window blinds, garage doors, clothesline, exercise equipment etc. and talk about how the system works.
- Help your child learn and spell the new vocabulary. Understanding these words will improve their communication skills with their group in class.

Useful websites

What is a pulley system?

How to make a pulley

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Music

Keywords

semibreve	crotchet	timbre
Minim	quavers	tone
dotted	semibreve	pitch
minim	rest	

In school we will be learning

This half term pupils will continue to play the Nuvo Doods. We will be using the song Mamma Mia by Abba as inspiration to play along with.

We want pupils to understand how music is created through the inter-related dimensions of music including; pitch (learning to recognise the highest and lowest sounding notes on the DooD aurally and visually in notation), tempo (performing a range of speeds of music), texture, pulse (recognising the difference between the driving heartbeat of the music and individual rhythms that form melodies). We will be practising these skills through the song Mamma Mia.

Through this song we will be playing a range of up to five notes (B, A, G, F and E) confidently and with good tone production.

At home you can

In order to expand the pupils' knowledge of musical instruments, we have included a video quiz in which pupils listen to the instrument and then guess what it is.

We have included a link to the video of Mamma Mia by Abba. It would be great for pupils to identify the instruments.

We have included an online lesson about pulse and rhythm. These are skills that pupils will use in every music lesson throughout school.

Useful websites

Guess The Musical Instrument Quiz

Abba - Mamma Mia

Understanding pulse and rhythm

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RE

Keywords

rules	religious beliefs	influence
expectations	temperate	behaviour
principles	discipline	faith
discussions	content	obey
debates	contentment	control

In school we will be learning

This half term the children will be learning about how people 'live by rules'. They will consider how people use rules in their everyday lives. How these rules influence their actions and behaviours.

They will learn about how these principles apply to religion and within Christianity, Islam and Judaism how they are abided.

Class discussions, debates and activities linked to this will be carried out.

After that, the children will learn about 'how people can be temperate, self-disciplined and seek contentment'.

They will explore what each of these terms mean and how they are reflected in their everyday lives. They will think about who they allow to shape their behaviour – especially famous people from different faiths and backgrounds.

Finally, they will learn about how Christians and Buddhists learn to live self-disciplined lives.

At home you can

- Create a poster of rules that you follow – at home, at school, in the shops and on the road.
- Write a story about a time when you have shown self-discipline in a situation.
- Create a fact file about some people who have influenced the way we follow rules.

Useful websites

https://youtu.be/cPn3UOt1lxw How to be disciplined (for kids)

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PSHE

Keywords

online	passwords	rules
safety	influence	anti-social
peers	impact	behaviour
information	location	risk
personal	concern	manage

In school we will be learning

This half term the children will focus on a topic called:
How can we manage risk in different places?

They will learn all about - How to recognise, predict, assess and manage risk in different situations.
How to keep safe in the local environment and less familiar locations.
How people can be influenced by their peers' behaviour and by a desire for peer approval; how to manage this influence.
How peoples' online actions can impact on other people.
How to keep safe online, including managing requests for personal information and recognising what is appropriate to share or not share online.
How to report concerns, including about inappropriate online content and contact.
That rules, restrictions and laws exist to help people keep safe and how to respond if they become aware of a situation that is anti-social or against the law.

At home you can

- Talk and discuss with the family about safety in the house, outdoors and online.
- Create posters about online safety.
- Create a poster about keeping safe inside the house.
- Create a factfile about keeping safe in the outdoor environments.
- Write a set of rules for keeping safe in the classroom.

Useful websites

https://youtu.be/l3qFW9uLiFY
Keeping safe in school and in the playground

https://youtu.be/y6XunxJMcaE
Keeping kids safe on the internet

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PE

Keywords

pace	speed	power
sprint	distance	follow-through
jump for distance	javelin	combination jump
throw for distance	throwing	personal best
endurance	technique	

In school we will be learning

Athletics

In Year 4 athletics, pupils will focus on developing key techniques across sprinting, distance running, throwing and jumping. The unit begins with improving sprinting technique, where children will learn to analyse their own performance and focus on maintaining speed by increasing stride length during the middle third of a race. Pupils will then explore pacing and running for distance, learning how to conserve energy, maintain a steady rhythm and apply appropriate breathing techniques.

The curriculum continues with an introduction to throwing for distance using a primary school javelin, where pupils will learn how to use their body effectively to maximise distance. Finally, pupils will explore jumping for distance through the use of combination jumps, particularly the hop, skip and jump. Throughout the unit, pupils will be encouraged to reflect on their performance, set personal targets, and strive to improve their personal bests in a range of athletic challenges.

At home you can

- Tips for sprinting.
- Running video for you to help your child improve.
- Practise the correct jumping technique.

Useful websites

tips for sprinting

hop, skip, jump technique

Running video

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