

SUMMER TERM - PLANNING GRID - YEAR 4

DESIGN & TECHNOLOGY

- ~ Design and make our own Iron Man!
- ~ Create individual inventions
- ~ Design own William Morris inspired wallpaper panel.
- ~ Design and make a hot air balloon
- ~ Creating our own toothpaste!
- ~ Learn about the lives of the Wright brothers and make and test paper aeroplanes.
- ~ We will become inventors. We will design, make and present an invention!
- ~ We will explore historic engines/mechanisms that make things move. We will design and make a model of transport using a simple stored energy mechanism

HISTORY

Find out about significant inventors and their inventions

- ~ Investigate the impact on these inventions on daily life, work and travel.
- ~ Build up a visual timetable of inventions from Victorian inventions to most recent.
- ~ Explore how a particular invention has changed and developed through time, to the modern day.
- ~ Use books/internet to research a chosen inventor/invention
- ~ Find out about significant inventors and their inventions

ART AND DESIGN

- ~ Make observational drawings of a range of objects
- ~ Design and create our own Iron Man! - See D & T
- ~ Examine the work of William Morris and Charles Rennie Mackintosh

- ~ In Art we will also look at art in nature, focusing on plant life. We will study the work of Georgia O'Keefe and use a range of effective techniques to create work in the same style.

SCIENCE -

Circuits and Conductors

- ~ Conduct simple electrical circuits
- ~ Investigate which materials are good electrical conductors or insulators
- ~ Investigate how switches work and make a switch
- ~ Investigate how to make a bulb brighter
- ~ Discuss the potential dangers of electricity



States of matter

- ~ Compare and group materials together, according to whether they are solids liquids and gases.
- ~ Observe that some materials change state when they are heated or cooled. We will measure and research the temperature at which this happens.
- ~ Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

INVENTORS & INVENTIONS

FOREIGN LANGUAGE

- ~ Begin weekly lessons as an introduction to French.

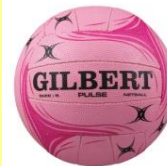
MUSIC

- ~ Experiment with rhyming patterns, using topic-related words and phrases.
- ~ Friday morning recorder lessons.



PE

- ~ High Five Netball!
- ~ Tennis



GEOGRAPHY

- ~ Use maps, atlases, globes and computer mapping to locate:

- ~ The countries of where inventors are from



MATHS

- ~ All basic calculation (addition, subtraction, division and multiplication)
- ~ Focus on measurement and converting units of measure.
- ~ Rounding to the nearest 10, 100 and 1000
- ~ Fractions
- ~ Properties of shapes
- ~ Problem Solving!
- ~ Statistics
- ~ Locating coordinates on a 2D grid

Literacy

Non-Fiction Writing (Link to History):

- ~ Read for topic related information, identify key words and phrases and take notes.

Narrative Writing (Link to History):

- ~ Study 'Girl and Robot' and begin a story on this.
- ~ Write a story set in Victorian times in the role of an inventor.
- ~ Using the book 'The Iron Man' to develop literacy skills - story writing and character descriptions.
- ~ Explore Wallace and Gromit and Charlie and the chocolate factory themed stories, with a focus on imaginary settings.

Reading:

- ~ Discuss texts in depth, in regular guided reading sessions.
- ~ Be able to record and retrieve information based on fiction and non-fiction texts
- ~ To be able to summarise ideas from a paragraph.

Spelling, Grammar & Handwriting:

- ~ Continue to develop skills in all areas above through our weekly lessons.