

St Andrew's Southgate Half Termly Overview

Year:4
Summer
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Subject	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
English	<p>Persuasive writing (finishing off)</p> <ul style="list-style-type: none"> To proofread confidently and amend my work Basic punctuation and higher level punctuation in paragraphs Using paragraphs A range of vocabulary 	<p>The Lost Happy Endings Narrative</p> <ul style="list-style-type: none"> Writing predictions Analysing story structure – opening, build up, problem, resolution, ending 	<p>The Lost Happy Endings Narrative</p> <ul style="list-style-type: none"> Giving opinions based on the text Writing a sequel to the story Writing in the style of the author Writing complex sentences Using commas to separate clauses 	<p>Play scripts</p> <ul style="list-style-type: none"> Reading and performing play scripts Analysing the features of play scripts 	<p>Play scripts</p> <ul style="list-style-type: none"> Continuing a play script in the style of the playwright Writing plays Performing plays 	<p>Play scripts</p> <ul style="list-style-type: none"> Writing plays Performing plays Reviewing plays
Maths	<p>Rounding and decimals</p> <ul style="list-style-type: none"> Round any number to the nearest 10, 100, 1000 Round decimals with one decimal place to the nearest whole number Compare numbers with the same number of 	<p>Data Handling Number Fractions and decimals</p> <ul style="list-style-type: none"> Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. Recognise and use factor pairs 	<p>Measurement and Conversion</p> <ul style="list-style-type: none"> Convert between different units of measure (for example, kilometer to meter; hour to minute) Estimate, compare and calculate different measures, including money in 	<p>Assessment Week</p>	<p>Number and Place Value</p> <ul style="list-style-type: none"> Solve number and practical problems that involve increasingly big numbers Estimate and use inverse operations to check answers to a calculation 	<p>Perimeter and Area</p> <p>2D shapes</p> <ul style="list-style-type: none"> Measure and calculate the perimeter and area of shapes Compare and classify geometric shapes, including quadrilaterals and triangles,

	decimal places up to two decimal places	and commutativity in mental calculation <ul style="list-style-type: none"> Solve simple measure and money problems involving fractions and decimals to two decimal places 	pounds and pence <ul style="list-style-type: none"> 		<ul style="list-style-type: none"> Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why 	based on their properties and sizes
Science	Sound How does sound travel?	Sound How do our ears work? <ul style="list-style-type: none"> 	Sound Loud or quiet? <ul style="list-style-type: none"> 	The history of science Did science exist in prehistoric times?	The history of science How did ancient Egyptians use science?	The history of science What was ancient Greek science?
History	Cradles of Civilisation Epic of Gilgamesh	Cradles of Civilisation Other Cradles	Cradles of Civilisation Similar things about civilisations	Cradles of Civilisation Art in ancient civilisations	Cradles of Civilisation Synoptic Task	Cradles of Civilisation Synoptic Task
Geography	Mountains Why do people live on mountains?	Mountains Living in the Andes	Mountains Mountainous regions of the UK	Mountains Snowdonia	Mountains Synoptic Task	Mountains Synoptic Task
RE	What does it mean to live as a Hindu? What does it mean for a Hindu to live with a belief in dharma and karma?	What does it mean to live as a Hindu? What does it mean to be born into a Hindu family?	What does it mean to live as a Hindu? What does it mean for a Hindu to live with a belief in ahimsa?	What does it mean to live as a Hindu? What does it mean to have a Hindu wedding?	What does it mean to live as a Hindu? What does it mean to die as a Hindu?	What does it mean to live as a Hindu? Assessment task
ICT	Computational Thinking What is computational thinking?	Computational Thinking Decomposition	Computational Thinking Abstraction and pattern recognition	Computational Thinking Algorithm design	Computational Thinking Applying computational thinking	Computational Thinking Typing

PE	Games	Games	Games	Games	Games	Games

REMINDERS:

PE:

PE for Year 4 is every Wednesday and Friday this term.

Ensure you have the correct kit. Trainers and school approved tracksuit/shorts and t-shirt.

HOMEWORK:

Homework will be set on a Thursday and due back to school the following Tuesday.

Spelling homework will also be given on a Thursday and tested the following week before new ones are sent home.

Children are expected to read for 15-20 minutes each evening.

MyMaths is always available for extra maths activities to do independent of what is set as homework.

Grammar/Comprehension will also be set most weeks