Lavender Topic Planner – Year 4- Autumn 1 (Lavender shows the areas that are linked to the topic.)

ENGLISH

Outcome: children will produce an explanation text linked to states of matter. They should be able to:

- Read and analyse non-fiction texts in order to plan and write their own versions.
- Use commas to mark clauses in complex sentences
- Evaluate and edit by: Proofreading to check for errors in spelling, grammar and punctuation in own and others' writing

Outcome: Children will produce a descriptive piece of writing linked to their river topic. They should be able to:

- Create sentences with fronted adverbials.
- Discuss and propose changes with partners and in small groups.
- Explore the use of expanded noun phrases

Geography

Outcome: children learn the features of a river. They should be able to:

- Understand similarities and differences between a region of the UK and another country
- Describe and understand key aspects of physical geography, such as rivers and the water cycle.
- To describe and understand key aspects of physical geography, including, rivers, and the water cycle in the context of features of rivers.
- To name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land- use patterns; and understand how some of these aspects have changed over time in the context of rivers.
- To use maps, atlases, globes and digital/computer mapping to locate countries and describe features

PE Outcome: children will learn about net and wall games. They should be able to:

- Keep, adapt and make rules for striking and fielding and net games.
- Recognise how specific activities affect their bodies.

Maths

Outcome: children will consolidate previous learning and become more proficient and fluent using place number and formal methods of addition and subtraction. They should be able to:

- Recognise the place value of each digit in a 4-digit number
- Order and compare numbers beyond 1000.
- Find 1000 more or less than a given number.
- Count in multiples of 25 and 1000.
- Count in multiples of 6, 7 and 9.
- Round any number to the nearest 10, 100 or 1000.
- Add and subtract numbers with up to 4 digits using the formal written methods
- Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

Water World!

ART AND DESIGN

Outcome: children will create a printed design focussing on their class flower. They should be able to:

- Improve their mastery of art and design techniques, including drawing, painting and printing.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

PSHE Outcome: children will learn about the relationships we have with people around us. They should:

- Explore the different relationships we have at school and at home.
- Discuss how actions can effect people's feelings.

SCIENCE

Outcome: children will learn about states of matter They should be able to:

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

LANGUAGES

Outcome: children will continue to develop their language skills in French, as a continuation from last year's learning.

RELIGIOUS EDUCATION

Outcome: children will learn about Judaism. They should be able to:

- Make connections between Jewish stories.
- understand the connection between the story of Moses and sukkot
- consider what it might be like to live in a sukkah.
- Identify what is needed to build a sukkah.

COMPUTING

Outcome: children will learn about networks and communications. They should be able to:

- Use technology safely, respectfully and responsibly
- Recognise acceptable/unacceptable behaviour
- Identify a range of ways to report concerns about content and contact.
- Start to use Scratch to create a water cycle animation.