

# KEY DATES



# YEAR 4 TERM 2

## Tomb Raiders

### MATHS

#### Measurement - Area

- What is area?
- Count squares
- Make shapes
- Compare areas
- **Multiplication and division**
- Multiples of 3
- Multiply and divide by 6, 6 times-table and division facts
- Multiply and divide by 9, 9 times-table and division facts
- The 3, 6 and 9 times-tables
- Multiply and divide by 7, 7 times-table and division facts
- 11 and 12 times-tables and division facts
- Multiply by 1 and 0
- Divide a number by 1 and itself
- Multiply three numbers

### SCIENCE

#### Chemistry - States of Matter

- Exploring solids, liquids and gases
- Thinking differently - solids, liquids and gases
- Changing states
- Using equipment
- The water cycle
- Plan and investigate - melting experiment
- Plan, investigate and evaluate - evaporation experiment

# HISTORY

Who were the Egyptians and when did they live?

What was life like for the ancient Egyptians?

What did the Ancient Egyptians believe in?

How do we know so much about Ancient Egypt?

Why and how did the Egyptians build the pyramids?

How and why did the Egyptians mummify people?



# ENGLISH

Persuasive text: So you think you've got it bad?

Fact File/Non Chronological Report: Egyptian Gods, Pyramids of Egypt

Description: Design and describe your own Egyptian god

Instructions: How to mummify



# ENRICHMENT

Beane Museum: Ancient Egypt workshop

Myth-busting Ancient Egypt virtual tour

Mummification challenge



# WE ARE READING...

Continued from last term...  
*My Name Is River* - Emma Rea  
*The Secret Wild* by Alex Evelyn





# MUSIC

## Electric Guitars

### Charanga:

#### Glockenspiel Stage

Learning more complex rhythm patterns.

Revise, play and read the notes C, D, E, F + G. Play tunes, improvise and compose with these notes.

### Perform & Share

Sharing a class performance.

### Christmas songs



# YEAR 4 TERM 2

## Tomb Raiders



# ART

## Ancient Egyptians

Clay sarcophagus; hieroglyphics on papyrus; printing beetles and loads of decoration!



# COMPUTING

## Coding

- Design, Code, Test and Debug: use a background and objects to create a scene, plan an algorithm for their scene and use 2Code to program it.
- IF Statements: begin to understand selection in computer programming.
- Co-ordinates: make use of the X and Y attributes (properties) of objects in coding.
- Repeat Until and IF/ELSE Statements: read code that includes repeat until and IF/ ELSE and explain how it works.
- Variables: understand what a variable is in programming create and use variables when programming.
- Making a Playable Game

# P.E

- Orienteering
- Team games including dodgeball



# P.S.H.E

## Celebrating Difference

- Challenging assumptions
- Judging by appearance
- Accepting self and others
- Understanding influences
- Understanding bullying
  - Problem-solving
- Identifying how special and unique everyone is
  - First impressions

# SPANISH

- The family
- Descriptions
- Spanish New Year and Kings



# R.E

## What makes some texts sacred?

- Recognise how religious ideas can be communicated without written words.
- Evaluate information about Buddhist, Hindu and Sikh scriptures.
- Make connections with beliefs about the origin of scripture and how it is used.
- Explain why some religions have multiple scriptures.
- Evaluate the significance of religious scripture to some people.
- Describe the importance of scripture to some people.

# D.T

## Mechanical Systems: Making a slingshot car

- Build a car chassis
- Design a shape that reduces air resistance
- Make a model based on a chosen design
- Assemble and test my completed product