Year 4 Term 6 2023   Theme: Vikings

Breadth:

As Writers:
- Use the main features of a diary and a persuasive speech.
- Create a diary entry, using inspiration from the key text The Land of Roar.
- Include clear devices to inform and entertain within their writing.
- Create and perform a persuasive speech as if they were a Viking leader. Include clear devices to persuade within their writing and performance.
- Use organisational devices.
- Use a mixture of simple, compound and complex sentences.
- Write in an informal and formal style.
- Extend the range of sentences with more than one clause by using a wider range of conjunctions.
- Choose nouns or pronouns appropriately for clarity and cohesion and to avoid repetition.
- Write sentences that include conjunctions, adverbs and clauses.
- Plan, write, edit and improve.

Texts:
Class Reader: The Land of Roar

As Readers:
- Draw inferences from reading.
- Predict from details stated and implied.
- Recall and summarise main ideas.
- Discuss words and phrases that capture the imagination.
- Identify recurring themes and elements of different stories.
- Draw inferences such as inferring characters' feelings, thoughts and motives from their actions and justifying inferences with evidence.
- Ask questions to improve understanding of a text.
- Predict what might happen from details stated and implied.
- Identify how language structure and presentation contribute to meaning.

As Mathematicians:
Focus on all times tables and fluency of these facts.
Plus:
Money:
- Estimate and calculate with money.
- Convert between pounds and pence.
- Problem solve using money.

Time:
- Convert between analogue and digital.
- Convert from and to 24-hour clock.
- Identify hours, minutes and seconds.

Shape:
- Identify angles.
- Compare and order angles.
- Work with lines of symmetry.
- Identify triangles, quadrangles and polygons.

Shape and Direction:
- Describe position using coordinates.
- Draw a 2D shape on a grid.
- Translation on a grid.

As Scientists:
- Ask relevant questions.
- Record findings using simple scientific language, drawings and labelled diagrams.
- Report on findings from enquiries, including oral and written explanations.
- Use results to draw simple conclusions and suggest improvements, new questions and predictions.
- Use straightforward scientific evidence to answer questions or to support findings.

Scientists and their Inventions
- Recognise ways scientific discoveries have impacted modern day.
- Explore the lives of famous scientists.
- Recognise how our understanding of the world has changed due to key discoveries.

As Historians:
Vikings
- Locate key periods on a timeline, showing how they overlap.
- Compare famous Anglo-Saxon and Viking rulers.
- Explore where Vikings originated and navigated their expeditions.
- Explain what made the Viking longboat such an important feature in battle.
- List the materials Vikings traded.
- Explain how Viking beliefs were different from Christian beliefs.
- Compare and contrast a raid and a conquest.

Art
Observational drawing – Developing shading techniques.
- Understand how different pencils can produce different tones.
- Explore how the change in light impacts the shading of the object.
- Explore how to sketch different textures and materials.
- Understand how to draw with perspective.
- Experiment drawing with charcoal.

Being physically active:
Danish Longball
- Show awareness of the different role of the kicker and bowler.
- Choose and use a range of simple tactics and strategies.
- Show control of the ball when in the kicking zone.
- Communicate well within a team.
- Use knowledge of the game to achieve runs.

Athletics
- Apply the movement skills of running, jumping and throwing in games.
- Apply elements of the technique for sprinting effectively.
- Use and apply elements of the correct technique for their chosen event in a competitive situation.
- Sustain their sprinting pace for a short distance, such as 40m.
- Execute the pull throw technique with good control and efficiency.

As Computer Experts:
Repetition in games
- Predict the outcome of a snippet of code.
- Recognise that some programming languages enable more than one process to be run at once.
- Explain what the outcome of the repeated action should be.
- Select key parts of a given project to use in my own design.

As Musicians:
- Sing from memory with accurate pitch.
- Sing in tune.
- Maintain a simple part within a group.
- Pronounce words within a song clearly.
- Compose and perform melodic songs.
- Create accompaniments for tunes.
- Evaluate music using musical vocabulary to identify areas of likes and dislikes.

As Citizens (PSHCE):
Changing me:
- Understand that some of my personal characteristics have come from my birth parents.
- Correctly label the internal and external parts of male and female bodies that are necessary for making a baby.
- Understand what responsibilities there are in parenthood and the joy it can bring.
- Describe how a girl's body changes in order for her to be able to have babies when she is an adult.
- Know how the circle of change works and can apply it to changes I want to make in my life.
- Identify changes that have been and may continue to be outside of my control that I learnt to accept.
- Identify what I am looking forward to when I move to a new class.

Religious Education:
Follow the steps of engagement investigation, evaluation and expression.
Buddhism.
- Discuss if Buddha's teachings make a difference to how Buddhists choose to live.
- Explore the best way for Buddhists to lead a good life.
- Understand what is the Noble Eightfold Path.

Key Vocabulary: Tones, sketch, shade, investigation, Kevlar, hardness, density, documentary, discovery, Apollo, Chromatography, Vitruvian Man. Valhalla, warrior, Odin, Scandinavia, Danegeld, colonised, raid, navigation, longship, Battle of Hastings, Sutton Hoo, burial, Duke of Normandy, conquest, compare and contrast.

Curriculum Drivers:	Curiosity:	Knowledge of the wider world:	Aspirations:
	What were the reasons for the Vikings invading Britain?	Classify types of Viking Gods.	Consider how to be a local historian.
		Explain how the battles of 1066 changed the course of history in Britain.	Consider how to be a strong leader.
	What impact did Viking longships have on trade and exploration?		
	How did the Vikings finally lay claim to England's throne?	Locate key periods on a timeline, showing how they overlap.	
		Make links between laws introduced by the Anglo-Saxons and Britain's justice system today.	
	What was the impact on Britain from the decade conflict between the Anglo-Saxons and Vikings?		
	How did the arrival of the Vikings shift the course of religion in Britain?		
	What was the Battle of Hastings and what role did the Duke of Normandy have in it?		

Home learning:	Year 4 homework for this term will be the following: • Weekly logging into Spelling Shed to practise the weekly spellings – 3 games minimum (to unlock other games) • Weekly logging into Times Tables Rockstars – 15 minutes minimum to release other games. • Reading - recorded into the reading diary at least three times a week, Diaries are checked every Monday. These entries are added to the weekly reader's raffle and Key Stage 2 reader's raffle at the end of term. 3+ read = 1 raffle ticket. 6+ reads = 2 raffle tickets. • Two pieces from the homework menu linked to this term's lessons. This will be shared via ParentMail and stuck into the children's homework books.