

## Maths

Investigate problems.  
Describing positions on a 2D grid as coordinates.  
Describe movements between positions as translations of a given unit left/right/up/down.  
Learning the properties of 2D and 3D shapes  
Identify and complete number sequences.  
Investigate number patterns.  
Investigate Roman numerals up to 100.

## Computing

To design and create a game  
Develop the use of controlled loops in a programming environment.  
Design their own games based on the model project  
Produce designs and algorithms for sprites in the game.  
Create a project that includes repetition- build a program that follows a design.  
Evaluate the steps followed when building my project.

## Geography-Rivers

The water cycle-Identify the different ways water is stored.  
Explain the different ways water moves how water is recycled.  
Learning about the features and sections of a river.  
Learn geographical vocabulary of rivers and their features.  
Realising the importance of rivers and describing ways they are used.  
Mapping the major rivers of the UK and the world.  
Understanding features of a map and using an atlas to locate and name rivers and creating a key. Identifying features around a local river using an OS map.  
Explain the key natural resources e.g. water in the locality.

## English-Varjak Paw

Read and Study the book Varjak Paw by SF Said.  
Empathise with a character.  
Understand how suspense is created and how it affects the reader.  
Summarise the main events in a book.  
Answer a variety of questions to show understanding of what has been read.  
Use the punctuation to read accurately and fluently.  
Increase knowledge of vocabulary and words within a text.  
To write part of the main character's adventure.

## Year 4

## Summer Two

## DT

### Research, design, make and evaluate mechanical systems

Investigate and break up different examples of mechanical products.  
Explore technical vocabulary.  
Use annotated sketches and prototypes to develop, model and communicate ideas.  
Generate realistic and appropriate ideas.  
Develop own design criteria.  
Increase technical knowledge and understanding of systems.  
Order the main stages of making.  
Select from and use appropriate tools with accuracy.  
Cut and join materials and components.

## P.E

### Outdoor –Review skills taught this year

Understand how to keep possession and think about movement and availability to receive the ball.  
Invasion, attacking and defending games.  
Striking and fielding games.  
Passing and defending games.  
Review different running styles  
Play in competitive games and review various rules.  
Indoor  
Spinning and turning  
Use and invent different ways of using hand apparatus.  
Improve hand eye co-ordination.  
Throw and catch different apparatus whilst balancing, travelling or jumping.  
Create a sequence using the hand apparatus as a prop.

## R.E-Humanism

Use correct vocabulary to describe a religious and non-religious way of life.  
Identify similarities and differences between Humanist and Christian values.  
Identify some of their own values and consider what behaviour goes with a value such as forgiveness, truth telling or kindness.

## Relationship Health Education

Explore the differences between males and females and name body parts.  
Consider what personal space means and why it is important.  
Explore different types of families and who to go to for help and support.  
Learn about the human life cycle (from baby to old age).  
Understand how to stay healthy and the importance of personal hygiene.

