

# In Year 4 we are learning.....

# Summer (2)



## English

Grammar Skills

- Word class: noun, adjective, verb, adverb
- Compound nouns
- Fronted adverbials
- Relative clauses
- Direct speech
- Past, present, future tense
- Journalistic vocabulary

## Geography-

Asia - Japan

- Location and names of regions, cities, seas and key landmarks/features including: weather and climate in Japan
- Explore the human (architecture).

## Art

**Linked Artists/work** - Duchess of Cambridge wedding dress, Raphael, Albers

**Textiles** - Needlework, embroidery and weaving What is embroidery and weaving?

## PE

Athletics

## Maths

Round decimals with one decimal place to the nearest whole number.

Compare numbers with the same number of decimal places up to two decimal places.

Read, write and convert time between analogue and digital 12- and 24-hour clocks.

Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Identify acute and obtuse angles and compare and order angles up to two right angles by size.

## MFL- Spanish

Introducing myself in different ways.

Colours and opinions

Numbers and dates in context.

## Science- Sound

Ecology Habitats, interdependence of organisms and their environment, producers, consumers and decomposers, food webs, producers, predators and prey, human threats to the environment.

## PSHE- Changing Me

Being unique Having a baby Girls and puberty Confidence in change

Accepting change

Preparing for transition

Environmental change

## We are reading....

The Boy who grew Dragons

## R.E.

What can we learn from religions about deciding what is right and wrong? (Christianity, Judaism and atheism (e.g. Humanism).

Explore what it means to lead a good life according to different faiths and to Humanists. Look at principles and rules (e.g. The Golden Rule). Can we identify rules for a good life? Is it always easy to decide what is right/wrong? How important is the idea of forgiveness?

## Computing

Repetition in Games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.

**Please can you listen to your child read 3 times a week.**