## cience - States of Matter

## In this unit of work, pupils will know

- The different states of matter.
- How to compare materials according to their state of matter.
- The properties of gases and explore if gases have mass.
- How materials can change state and will explore how this happens.
- How to describe how materials change state and what happens during the process.
- The temperature at which materials change state.
- Different materials have different freezing and melting points.
- How to explain the part played by evaporation and condensation in the water cycle.


## RE

Community: The children will engage with how it feels to be part of a community, understanding that community is an essential and enjoyable part of life for people of every age and faith. This will be connected with the Church's celebrations, as these are communal events. This will be identified by exploring the habit of going to Sunday Mass, as this is time to remember how much there is to celebrate

Giving and receiving: The children will know how to compare ideas about the importance of self-discipline. They will know when we celebrate the Eucharist Jesus gives himself to us in Word and Sacrament. We are called to follow the example of Jesus by giving ourselves to others in the world.

Self-Discipline: The children will engage with the significance of selfdiscipline in the light of Lent, knowing that Lent is a season when Christians practise both giving, and giving things up. They will know that this is a way of showing our love and care for Jesus, as he pursues His path towards His crucifixion. In learning about this, the children will know the significance of having self-discipline and how this encourages one to think more about the need to give whole-heartedly to others

PSHE Know their own feelings, likes and dislikes.
Know and understand that choices have consequences
Know and demonstrate empathy when discussing the feelings/actions of others and have a deeper level of understanding about how we can forgive others because God

## DT:

- Know how to analyse and evaluate different electrical products (Ref 2).
- Know which features are good and bad about different torches and which features are appealing to the user.
- Know how to design a torch which satisfies both the design and success criteria.
- Know how to make a torch using the design criteria (Ref 4).
- Know how to create a torch with special features to suit a specific user.
- Know how to explore and evaluate my finished product. KSH - Kind, specific, helpful.


## Year 4 <br> Curriculum Map <br> Lent 2024

## History:

Know that the Viking era occurred at the same time as the Anglo-Saxon period and that they interacted. Know and explore what Britain was like before the first Viking invasions.
Know the seven Anglo-Saxon kingdoms and what life was like for Anglo-Saxons before the Viking invasions.
Know and explain why the Viking invasions happened and the events surrounding the attack on Lindisfarne in 793.
Know the similarities and differences between a Viking settlement and modern day living. Know the achievements of King Alfred and how this impacted the people of England. Know the key historical figures and describe their role in events.

## Maths

- Multiplication and division
- Area
- Fractions
- Decimals

We continue to use the White Rose schemes of learning which are designed to support a mastery approach to teaching and learning, as well as to support the aims and objectives of the National Curriculum The children in Year 4 also have a focus on learning times tables in preparation for the Multiplication Tables Check.

## English:

Fiction: The children will know a range of genres, looking at their features and structure, leading on to planning, writing and editing their own version. The children will be using George's Marvellous Medicine to know how to write to a narrative with a familiar setting.
Non-fiction: In the second unit, children will know how to write a nonchronological report based on our History unit on the Vikings.

## Computing:

The children will be learning how to programme using Scratch.
They will learn how to turn commands into algorithms.
They will use the algorithms to create code snippets to draw numbers, letters and shapes and will go on to use this learning to draw repeating shape patterns.

## French

Know the names of different domestic animals/pets
Know the simple rules for converting from singular to plural.

## Music: Musical history-classical period <br> Listening:

Know the style and instruments of classical music through listening. Know how to create a graphic score to represent the music they are listening to. Composing:
Know the different instruments that were used during the classical period Know how contrasts with dynamics help to create sharp contrasts within classical music

## Performing:

Know the different structures that were introduced within this time, particularly ABA, and how this could help with contrasting the different parts of music.
Know and record a performance with the sharp contrast in the middle.

