



*To love and serve as
Jesus shows us*

St Vincent's Catholic Primary School

Curriculum Newsletter: Autumn Term (first half term)

Year 4M

Class Teacher: Mrs Morgan

2018 – 2019

English

Text: Stone Age Boy

Writing outcomes: Create setting, characters and plot in narrative writing including: using details to build character descriptions and evoke a response; developing settings using adjectives and figurative language to evoke time, place and mood. Plan using features of the given form. Join handwriting throughout independent writing using diagonal and horizontal strokes with greater fluency.

Grammar learning: To understand, identify and use the terminology 'noun', 'adjective', 'adverb', 'verb', 'preposition' and 'conjunction'. To consolidate the correct use of punctuation, including: full stops, capital letters, exclamation marks and question marks. To know how to use sentences with different forms: statement, question, exclamation and command. To express time, place and cause using conjunctions. To know, identify and use 'subordinate clauses'.

Spelling learning: Review of Year 3 suffixes and prefixes, missing letters and possessive apostrophes, suffixes (vowel letters), words from the Year 3/4 word list: learn length library material medicine mention minute natural naughty notice

Come and See (RE)

Topics:

Domestic Church –FAMILY The joys and sorrows of being a family at home – Explore God's vision for every family – Reveal Acquire the skills of assimilation, celebration and application of the above – Respond
Judaism- Explore the Synagogue, the Torah and the role of a rabbi
Baptism/Confirmation-Belongings Promises: The meaning of the commitment and promises made at Baptism-Explore Belonging to a group involves promises and rules- Reveal the meaning of the promises made at Baptism.

Spanish

Learning outcomes:

To be able to say the days of the week with correct pronunciation. To be able join in with the repeated sections of "La Oruga muy hambrienta". To use a dictionary to find nouns to put into original sentences following a familiar pattern. To use a dictionary to find meaning of unknown Spanish words.

Maths

Learning outcomes:

Number – Place Value Count in multiples of 25 and 1000. Find 1000 more or less than a given number. Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones). Order and compare numbers beyond 1000. Identify, represent and estimate numbers using different representations. Round any number to the nearest 10, 100 or 1000. Solve number and practical problems that involve all of the above and with increasingly large positive numbers. Count backwards through zero to include negative numbers. Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

Number – Addition and Subtraction Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. Estimate and use inverse operations to check answers to a calculation. Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why.

Science

Topic: Rocks and Soils

Learning outcomes: To explore different kinds of rocks and their properties and test rocks. To explore different types of rock families. To recognise that soil comes from rock. To find out how fossils are formed. To collect and record data from observations and tests. To set up and carry out simple practical activities and fair tests. To classify and use a key. To use results to draw conclusions and suggest improvements or new questions.

Music

Learning outcomes: 'Mamma Mia'

I sing in tune with expression and sense of phrase, showing control in my voice. I compose and perform melodies and songs, using simple repeated patterns. I can listen to and evaluate a wide range of live and recorded music, including from different times and cultures. I recognise how musical elements can be used together to compose music.

Computing

Topic: We are software developers

Learning outcomes: Design, write and debug programs that accomplish specific goals. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

History

Topic: Stone Age to Iron Age

Learning outcomes: To introduce the definition and time scale of human prehistory. To find out about early humans and the Palaeolithic period. To find out about people who lived in the Mesolithic period. To find out how people lived in the Neolithic period. To find out about how people lived in the Bronze Age and the Iron Age.

PE

Learning outcomes: Swimming

To learn to swim competently, confidently and proficiently and work towards a distance of 25 metres. To use a range of strokes effectively. Learn to perform safe self-rescue in different water-based situations.

Art

Topic: Investigating Patterns

Learning outcomes: To explore patterns and artists who use patterns. To be able to create patterns using rotation, symmetry and reflection. To be able to create a pattern using stencils. To be able to use printing to create a pattern. To be able to design a pattern for a particular purpose.

