

Year 4 Curriculum Autumn Term 2019

I hope that your child has settled well into their new class, and is enjoying the start of the new school year. We thought you would find it useful to have a clear idea about the skills and vocabulary your child will be learning this term. The information below is, of course, only a starting point, and they will learn much more than we have written down!

Key Learning: English and maths

Reading	Writing	Maths
Listen to and discuss a range of non-fiction books	Create settings, characters and plot	Find 1000 more or less than a given number
Read books that are structured in different ways	Evaluate and edit by proof-reading for spelling and punctuation	Recognise the place value. Of each digit I a 4-digit number
Identify themes and conventions in a wide range of books	Use and punctate direct speech	Order and compare numbers beyond 1000.
Understand what is read by drawing inferences, predicting, summarising and identifying language	Use fronted adverbials	Round any numbers to the nearest 10, 100 and 1000
structure	Use conjunctions, adverbs and prepositions to express time, place and cause	Solve number and practical problems that involve all of the above and with increasingly large positive numbers
	Choose nouns and pronouns accurately for clarity and cohesion and to avoid repetition	Count backwards through zero to include negative numbers
		Add and subtract numbers up to 4 digits using the written method

Spellings

Complete, consider, continue, decide, answer, describe, guide, imagine, interest, knowledge, learn, purpose, remember, thought, difficult, different, important, experience



Autumn Term Key Vocabulary and Skills

This is a brief overview of some of the vocabulary the children will learn this term. It is the minimum we expect all of the children to know and understand well by Christmas.

Art Drawing

Vocabulary	Skills
overlapped - if something occupies the same area as another thing	Use sketchbooks to record observations and use them to review and revisit
continuous - something that continues for a period	Develop control and range of materials to make marks with a wide range of
Intricate – something that has many small parts	drawing implements including charcoal and oil pastels.
geometric - consists of regular shapes or lines	Learn about a great designer.
cross hatch – to shade two or more parallel lines that cross over one another	

Computing 'We Are Software Developers - Develop a Simple Educational Game in Scratch'

Vocabulary	Skills
Input - Information that goes into the computer.	Use sequence, selection and repetition in programmes; work out how some simple
Output - Information that comes out of the computer.	algorithms work and detect and correct errors in algorithms and programmes
Repetition - Sometimes called iteration, when part of a program repeats itself.	
Variable - A variable is a piece of information in a program that we want to store,	Design, write and debug programmes that accomplish specific goals, including
but is able to change.	controlling or simulating systems; solve problems by decomposing them into
Interface - The area in which systems affect each other or have links with each	smaller parts
other.	

Design Technology Electrical Circuits

Vocabulary	Skills
Series – things coming one after another	Connect circuit components, test a circuit
Components – parts of something	Evaluate their work during and after and using appropriate tests
Circuits – a complete route that an electric current can flow around	
Conductor – heat or electricity can pass through	
Insulator – to protect something by covering it with a layer	

Human and Physical Geography Economic activity including trade links. Distribution of natural resources including energy, food, minerals and water

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Vocabulary	Skills
Interaction – people communicate or spend time together	Understand the processes that give rise to key human features of the world and
Interdependence – conditions where all things depend on each other	how these are interdependent
Significance – the importance something has and how it will change the situation	
Trade – buying and selling goods and services	



History Ancient Greece – a study of Greek life and achievements and their influence on the Western world

Vocabulary	Skills
Trade	Understand significant aspects of the history of the wider world – the nature of
Imports – buying from another country	ancient civilizations
Currency – money used by a country	
Merchants – someone who buys and sells goods usually in large amounts	Gain and deploy a historically grounded understanding of abstract terms
Coinage – the coins used in a country	
Piracy – robbery at sea usually by pirates	Address historically accurate questions about change, cause, similarity, difference and significance
How societies are governed and ruled	
Ruling council – a group of people setting rules	
Democracy - a system where the people choose a system of government by voting	
Citizens – the people of a country	
Slaves – a person who is the property of another person	
Government – a ruling party, usually chosen by the people	

PE 1. High 5s 2. Tag Rugby

Vocabulary	Skills
High 5s	Vary skills, actions and ideas and link these in ways that suit the games activity.
Centre Pass – the first passing movement which begins and restarts play following a	Uses skills with co-ordination, control and fluency.
goal.	
Free Pass - is awarded to the opposing team for an incurred penalty.	
Held Ball - refers to holding the ball for longer than you are allowed to.	
Landing Foot - is the first foot to be grounded after catching the ball.	
Umpire – the person who is in charge of the game, usually there are two.	
Tag Rugby	
Knock-on – the ball is dropped forward.	
Pass – moving the ball from one player to another, backwards.	
Support – being close to a player on your team to receive the pass from them.	
Tag – pulling the band from your opponent.	
Try – touching the ball down over the goal line to score for your team	



Science Sound

Vocabulary	Skills
Sound - Sound is created when something vibrates and sends waves of energy into	Use data in a variety of ways to help in answering questions.
our ears. Pitch - Pitch is the quality of a sound. Depending on how fast or slowly something	Recording findings using simple scientific language, drawings, labelled diagrams,
vibrates a sound's pitch with be high or low. Vibration - waves of sound	keys, bar charts, and tables.
Medium - it is something that sound can travel through such as gas, liquid or a solid	Reporting on findings from enquiries, using relevant scientific language, including oral and written explanations, displays or presentations of results and conclusions.
	Using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions.

Science States of Matter

Vocabulary	Skills
States of matter - Matter makes up our planet and the whole universe. On Earth,	Making decisions, asking relevant questions and using different types of scientific
all matter exists in one of three different states: solid, liquid or gas.	enquiries to answer them.
Matter - Matter makes up our planet and the whole universe. On Earth, all matter	
exists in one of three different states: solid, liquid or gas.	Setting up simple practical enquiries, comparative and fair tests.
Freezing - Freezing is the process of changing a liquid into a solid.	
Solid - Solid is one of the three states of matter on Earth. A solid can hold its	Making systematic and careful observations using notes and simple tables.
shape.	
Liquid - Liquid is one of the three states of matter on Earth. A liquid forms a pool,	Taking accurate measurements using standard units, using a range of equipment,
flows or runs but it can't be stretched or squeezed.	including thermometers and data loggers.
Gas - Gas is one of the three states of matter on Earth. A gas can flow, expand and	
be squeezed.	
Precipitation - Precipitation is rain, sleet, hail and snow, the water droplets which	
fall from the sky.	
Materials - Materials are the matter or substance that objects are made from.	
water cycle - The water cycle is the continuous journey water takes from the sea,	
to the sky, to the land and back to the sea.	

Home Learning We would like all children to read their Accelerated Reader book as often as they can, but at least three times a week for about 20 minutes a time. They need to learn their spellings (their teacher will let you know which ones each week). We would also like them to spend time practising their maths skills using Mathletics and TTRockstars. We will make sure you get logins for these as soon as possible.

