


<p style="text-align: center;"><b>Geography</b></p> <p>As Geographers, we will compare two locations using the internet. We will look at Naples and Aberdeen and compare landscape, tourism, mountains, and rivers. We will also use geographical data and create climate graphs. Then, we will ask and respond to questions and offer opinions based on research. Using the data, we will analyse and draw conclusions. We will begin to make comparisons between the two locations.</p>	<p style="text-align: center;"><b>Maths</b></p> <p>As mathematicians, we will be working on the unit of 'decimals'. We will recognise and write decimal equivalents of any number of tenths or hundredths as well as recognise and write decimal equivalents to <math>\frac{1}{4}</math>; <math>\frac{1}{2}</math>; <math>\frac{3}{4}</math>. We will be learning to find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as units, tenths, and hundredths. We will learn to round decimals with one decimal place to the nearest whole number and then use our knowledge to compare numbers with the same number of decimal places up to two decimal places. We will apply our skills by solving simple measure and money problems involving fractions and decimals to two decimal places.</p> <p>We will also explore the 'statistics' unit where we will learn to represent, compare, interpret data from a range of sources before learning to draw line graphs.</p>	<p style="text-align: center;"><b>Science</b></p> <p>As scientists, we will explore everyday phenomena and the relationships between living things and familiar environments. We will study a range of resources and the type of sounds they make, using scientific vocabulary to describe them. We will investigate how sound is produced, and learn about vibrations that are created when materials are connected. We will record our findings and draw conclusions.</p>
<p style="text-align: center;"><b>PE</b></p> <p>As swimmers, we will practice a variety of movement and strokes. We will begin to understand how our bodies react to water and practice breathing. We will use our arms and legs to practice strokes and develop muscular movement. We will begin to develop our balance as we roll and move in the water.</p>	<p><b>Learning in Year 4 Term 5</b></p>	<p style="text-align: center;"><b>ART</b></p> <p>The whole school will be participating in 'The Big Draw'. This unit will focus on one topic to create some amazing and inspirational artwork. We will take ownership over our work by choosing our favourite piece to display in the Lathom Art Exhibition.</p> <p>This year the subject is '<b>Drawing the Seasons</b>'. We will participate in different art activities based around each season of the year, with a specific focus on the artist Monet.</p>
<p style="text-align: center;"><b>RE</b></p> <p>The Big Question for RE is 'What makes me the person I am?' Through this unit of work, we will learn about what influenced St Francis's life at a workshop designed by FIS. We will explore the influences in the life of Pandurang Shastri Athavale. We will discuss objects that are important to my community before discussing what things we care about in our community. We will discuss how to help improve our community and come up with solutions to problems faced in our environment.</p>	<p style="text-align: center;"><b>Music</b></p> <p>All the learning in this unit is focused around one song: Blackbird by The Beatles - a song about civil rights.</p> <p>The lessons include Listen &amp; Appraise steps, progressive Warm-up Games, Flexible Games and improvisation resources, and a new compose tool to help us develop our own performance.</p>	 <p>We will cover the elements of art in our learning: line, colour, pattern, tone, shape, and form.</p>
<p style="text-align: center;"><b>Computing</b></p> <p>As technicians, we will explore the concept of repetition in programming using the Scratch environment. The unit begins with a Scratch activity similar to that carried out in Logo in Programming unit A, where we can discover similarities between two environments. Then, we will look at the difference between count-controlled and infinite loops, and use our knowledge to modify existing animations and games using repetition. Our final project is to design and create a game, which uses repetition, applying stages of programming design throughout.</p>	<p style="text-align: center;"><b>English</b></p> <p>As Readers, we will explore the text, The Miraculous Journey of Edward Tulane by Kate Di Camillo. We will build our fluency and practise comprehension questions.</p> <p>As writers, we will explore the themes of love, loss, self-discovery and recovery. We will use drama and discussions to deepen our understanding of the text and the role of the characters. We will then lead a journey to writing our own narrative about the loss of a precious object.</p>	<p style="text-align: center;"><b>PSHCE</b></p> <p>Our PSHCE topic is 'Being My Best'. We will be exploring our talents and growth as a person, before discussing the choices we can make alone and with the help of others. We will be exploring our health and healthy habits. In addition, we will explore ways to keep the environment healthy and discuss environmentally healthy decisions. We will also look into our school as a community and discuss ways that we can support the school community to become a better place. Finally, we will be learning about basic first aid.</p>