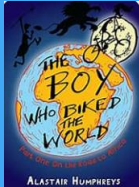


Year 4

Summer 2 Learning Jigsaw

Writing

This half term we will write a narrative based on a boy who dreams to ride his bike around the world.



We will recall all the fun times we have had in Year 4 and write an informal letter to the pupils in Year 3.

Art



We will recall what we learnt about Picasso and 2D art in Year 3 and move on the study his 3D work. We will create a final piece in clay.

Maths

We will all take the National Multiplication Check, which we have been working hard to rehearse for.

In Geometry we will work on angles and symmetry then use this to deepen our understanding of polygons and quadrilaterals.

In a unit on position, we will learn to use co-ordinates.

We will convert between 24 and 12hr clocks.

French

This half term in French, we will be learning songs to consolidate the new vocabulary we have learnt.

PE

This half term our unit is called, 'Pass the Baton'. We will be perfecting our relay skills.

We will take part in our annual whole school Sports Day.

RSHE

Our topic this half term is, 'Changing me'.

We will be finding out what to expect as our bodies change as we go through puberty.

We will discuss how we deal with change and that it happens to everybody.

Geography

This half term we will be recalling what we have previously learnt about the countries of the UK.

We will learn about the physical and human properties of each country.



We will carry out fieldwork in Kingstone to find out what the impact of building houses has on a local area.

Science

We will continue to study states of matter. We will design and carry out our own experiments.



We will focus on sun safety and create posters to pass important messages to the children in KS1.

RE

Our enquiry question is,

'How and why do people try and make the world a better place?'

We will answer this question from the viewpoint of religious and non-religious groups of people.

Computing

This half term we will complete a programming unit, using 'Scratch'. We will modify existing games and then create our own.

