

Science

- Electricity

Music

- Djembe drumming

Maths

- Fractions
- Decimals
- Money
- Time
- Geometry

Art

- Statues, statuettes and figurines

RE

- Judaism: What is the best way for a Jew to show commitment to God?
- Christianity: Do people need to go to church to show they are Christians?

Experiences:

- Synagogue Visit
- Museum Trip

ICT

- Programming - repetition in shapes (Scratch).

Ancient Civilisations

PE

- Swimming
- Cricket
- Athletics

Spanish

- Descriptions of people and places.

English

- Class book: 'The Ancient Egypt Sleepover' by Stephen Davies
- Newspaper article (about Sumerian discovery)
- Instructions (how to mummify a body)
- Letter to a museum

History

- Ancient Civilisations
- Compare the chronology of Ancient Sumer, Ancient Egypt and the Indus Valley
- Explore the life and culture of Ancient Civilisations
- Research everyday life.
- Understand abstract terms such as 'empire', 'civilisation', 'parliament' and 'peasantry'
- Recognise common features of civilisations
- Explore the rise and fall of each civilisation

English

- Read for a range of purposes.
- Develop reading for meaning
- Identify themes and conventions in a wide range of books and use this to support writing for different purposes.
- Compare text structures and use this understanding to inform planning for writing.
- Use dictionaries to explore the meaning of words in context, building a rich vocabulary.
- Place the possessive apostrophe accurately in words with regular plurals [for example, girls', boys'] and in words with irregular plurals
- Discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar
- Discuss and record ideas
- Write legibly, fluently and with speed.

Spanish

- Use the programme Language Angels to work through descriptions of people and places, including in school.

ICT

- Focus on programming (with a secondary focus on internet safety).

Science

- Identify common appliances that run on electricity
- Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop.
- Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit with a battery.
- Recognise some common conductors and insulators, and associate metals with being good conductors.

PE

- Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.
- Take part in outdoor and adventurous activity challenges both individually and within a team.
- Compare and evaluate their own and others' performances.

Art and Design

- Improve their mastery of art and design techniques.
- Learn about great artists, architects and designers in history.

Music

- Use and understand staff and other musical notations.
- Listen with attention to detail and recall sounds with increasing aural memory.
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Maths

- Compare and order unit fractions, and fractions with the same denominators.
- Add and subtract fractions with the same denominator within one whole.
- Solve problems that involve all of the above.
- Recognise and write decimal equivalents of any number of tenths or hundreds.
- Recognise and write decimal equivalents to $1/4$, $1/2$, $3/4$.
- Round decimals with 1 decimal place to the nearest whole number.
- Compare numbers with the same number of decimal places up to 2 decimal places.
- Solve simple measure and money problems involving fractions and decimals to 2 decimal places.
- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
- Identify acute and obtuse angles and compare and order angles up to 2 right angles by size.
- Identify lines of symmetry in 2-D shapes presented in different orientations.
- Complete a simple symmetric figure with respect to a specific line of symmetry.

Year 4 – Topic 3 – History

Key Enquiry Question: What are the similarities and differences between the different ancient civilisations?

Key Skills:

- use more complex historical terms to explain and present historical information.
- explain how artefacts provide evidence of everyday life in the past.
- explain in detail the multiple causes and effects of significant events.

Key Information:

Features of a civilisation include cities, inventions, vital water supplies, information in the form of writing, leadership, infrastructure, social hierarchy, arts and culture, trade, individuals, organised religion and nutrition.

The ancient Sumerians, ancient Egyptians and Indus Valley civilisation all developed next to **rivers**, which they used to provide **water, transport** and **irrigation** systems. They all made good use of the **fertile** land for growing crops.

Each civilisation **invented** new things to advance their society. Ancient Sumerians invented the wheel and the plough. Ancient Egyptians created clocks and calendars for telling the time. The Indus Valley invented flushing toilets, waste water pipes and dice to play games.

Prior Knowledge:

- Aspects of history that can change over time.
- Use historical terms to describe different periods of time.
- Explain the cause and effect of a significant historical event.



Key dates of Ancient Civilisations:

- Ancient Sumer—began c4500 BC and lasted for around 2,600 years.
- Ancient Egypt— became one kingdom c3150 BC and lasted 2,970 years.
- Indus Valley—began c2500 BC and lasted around 800 years.

Key Vocabulary:

	Word	Definition
1	agriculture	The process of farming
2	artefacts	Objects made by humans which tells us about of past human life and activities.
3	civilisation	The developed culture and way of life of a society.
4	Fertile Crescent	The semi-circular area of land where the first ancient civilisations began.
5	infrastructure	All the basic systems that have been created in a country.
6	irrigation	The digging of channels to allow water to flow through a field to water crops.
7	nomadic	A lifestyle involving moving from place to place.
8	ziggurat	A large pyramid made from mud bricks, with a temple on top.