



YEAR 4: Autumn 1



History: Romans and a local history study
Science: States of matter

HISTORY

Hi2: Learn about the Roman Empire and its impact on Britain.

Hi5: A local history study

SCIENCE

Sc SM1: Compare and group materials together, according to whether they are solids, liquids or gases.

Sc SM2: Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius.

Sc SM3: Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

Sc WS1: Ask relevant questions and use different types of scientific enquiries to answer them.

Sc WS2: Set up simple practical enquiries, comparative and fair tests.

Sc WS3: Make systematic and careful observations and, where appropriate, take accurate measurements using standard units, using a range of equipment, including thermometers and data loggers.

Sc WS4: Gather, record, classify and present data in a variety of ways to help in answering questions.

Sc WS5: Record findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables.

Sc WS6: Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.

Sc WS7: Use results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions.

PSHE

Families and Friendships

Sc WS8: Identify differences, similarities or changes related to simple scientific ideas and processes.

Sc WS9: Use straightforward scientific evidence to answer questions or to support their findings.

ART & DESIGN

AD1: Create sketch books to record their observations and use them to review and revisit ideas.

AD2: Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (eg pencil, charcoal, paint, clay).

AD3: Find about great artists, architects and designers in history.

DESIGN & TECHNOLOGY

Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately

Investigate and analyse a range of existing products

Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques