



**YEAR 4: Autumn 2**



**Geography: The UK and human and physical changes over time**  
**Science: Sound**

**GEOGRAPHY**

*Ge LK2:* Name and locate countries and cities of the UK, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time.

*Ge SF1:* Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

*Ge SF3:* Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.

**COMPUTING**

**CS12:** Design and create programs

**CS13:** Debug programs that accomplish specific goals

**CS14:** Use repetition in programs

**SCIENCE**

**Sc S1:** Identify how sounds are made, associating some of them with something vibrating.

**Sc S2:** Recognise that vibration from sounds travel through a medium to the ear.

**Sc S3:** Find patterns between the pitch of a sound and features of the object that produced it.

**Sc S4:** Find patterns between the volume of a sound and the strength of the vibrations that produced it.

**Sc S5:** Recognise that sounds get fainter as the distance from the sound source increases.

**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.

**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

**RE**

**U2.3** Why is Jesus inspiring to some people

