

Literacy

- Reading and discussing a range of stories set in the Victorian times.
- Writing own stories and poetry concentrating on characters and settings.
- Reading various information texts and identifying their features.
- Creating own information texts about The Victorian period using IT
- Plan, tell and write their own version of a class novel using the correct tense and time conjunctions.
- Using fronted adverbials to add variety to sentence structure.
- Using expanded noun phrases with modifying adjectives.
- To use inverted commas for direct speech.
- To understand the difference between plural and possessive apostrophes.

Place and Time

- Developing map - reading skills through the use of atlases.
- Using geographical skills to create own maps.
- Developing knowledge of grid references.
- Learning about the people from the Victorian period and their lifestyles.
- Learning about the Industrial revolution and its impact on Newcastle, the UK and the world.
- Exploring what it was like for Victorian children from different classes.
- Discovering more about what food Victorian people ate, and how it is different to our own.
- Reading Victorian novels and poetry.

Physical and Emotional Health

- Fundamentals of movement
- Invasion Games

The Victorians Year 4 Autumn Term learning overview 2019-2020



DT & Art

- Studying the architecture of The Victorians.
- Creating William Morris style wall paper
- Using different media to create artwork inspired by The Victorians.
- Explore printmaking from around the world linked to The British Empire

Spanish

- Recapping prior learning from Year 3.
- Learning and using the numbers to 30 with increased confidence.
- Learning the months of the year and being able to say when their birthday is.

Music

- Continuing to develop the ability to read written music.
- Playing the recorder with increasing accuracy and control.
- Keeping time with others whilst performing in a round.

Faith and Belief

- Learn about different religious symbols and explore their meaning to those who use them.
- Investigate examples of symbolic language to deepen their understanding of important religious concepts.

Information Technology

- Book Creator using a variety of tools including inserting, formatting and creating a hyperlink to website.
- Cyberbullying and what to do to keep safe.
- E-safety awareness around social media, apps and Games

Mathematics

- Comparing numbers up to 9,999 using <> and +
- Rounding numbers
- Learning Roman Numerals to 50 and solving adding calculations
- Developing problem solving skills through investigation, including money, measures and shape.
- Continuing to develop formal written methods for all four operations.
- Continuing to develop strategies for mental maths – including addition, subtraction and multiplication.
- Consolidating knowledge of times tables.
- Comparing and converting money from pounds to pence and vice versa.
- Continuing to develop knowledge of fractions, including adding and subtracting fractions.

Science Sound

- Identify how sounds are made, associating some of them with something vibrating and recognise that vibrations from sounds travel through a medium to the ear.
- Find patterns between the pitch or the volume of a sound and features of the object that produced it.

States of matter

- Compare and group materials together, according to whether they are solids, liquids or gases.
- 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 (°C)

Potential Visits within our Topic

- Beamish