



	Essential Knowledge
Mountains, Rivers and Coasts	<p>Geography</p> <ul style="list-style-type: none"> Learn how a river forms on high ground and how it changes as it journeys to the sea - they key stages of a river's journey from source to the sea. Understand key features of the water cycle and the key terms evaporation condensation To know why rivers are fresh water while the sea is salty. To understand what happens as a river reaches the coast, including: estuaries, deltas, mudflats and salt marshes. Begin to know the 7 continents of the world and become familiar with at least 10 major world rivers and the continents they flow through - use maps and atlases to locate these. Identify the different continents of the world. Use an atlas to locate large mountain ranges and the highest peaks in each continent. Identify the different continents of the world. Use an atlas to locate large mountain ranges and the highest peaks in each continent. Use and understand the terms 'snowline' and 'treeline' Begin to understand mountain climates and how altitude affects living conditions Understand that we breathe oxygen from the air and that there is less oxygen at high altitude. Begin to understand the significance of the Equator and the Tropics and identify their positions. Learn about the physical geography of the Himalayas (climate, altitude, access to water/ materials) and how this impacts upon the humans that live there (Kumauni people) Know what the coast is and begin to understand why coastlines are so varied and why they are always changing and their key features Begin to understand that the Victorian era was a time of great change for the people of Britain. Use photos and paintings to get a better understanding of how Victorians spent their leisure time. Consider how and why our holidays are similar and different to the Victorian holidays. Begin to consider that the introduction of railways had an impact on coastal towns. <p>History</p> <ul style="list-style-type: none"> Understand how we know about the past. Use a genuine source of information to find out about an area in Blackpool in 1901. Use census information to answer questions about people and their lives. Begin to consider the impact of tourism on a coastal town. <p>Design Technology</p> <ul style="list-style-type: none"> Strengthen and stiffen a structure to meet a design purpose (raft to flow along river) Join materials appropriately (lashing and tying knots) Use and select tools accurately and with care Follow a recipe (dhal) Chop and prepare ingredients using appropriate cutting techniques <p>Art</p> <ul style="list-style-type: none"> To begin to analyse works of art from a range of artists through history using the language of art. To create collagraph prints using layers of printing To experiment to create different printing effects - commenting and adapting work as they progress To be inspired by the work and life of Claude Monet Use different methods of creating and manipulating fabrics to create a final piece



	<ul style="list-style-type: none"> Use resist printing (see below)
Stone Age to Iron Age	<p>History</p> <ul style="list-style-type: none"> Order events and artefacts on timelines and understand the importance of chronology Carry out research to address historical questions. Look through sources for evidence of prehistoric food. Explore different methods for making tools and how these changed over time Investigate different types of homes and how these changed over time <p>Design Technology</p> <ul style="list-style-type: none"> Follow a recipe (e.g. Mesolithic Stew, bread and butter, beancakes) Explore how to create stable structures <p>Art</p> <ul style="list-style-type: none"> Explore the three different methods of clay pottery making (coil, slab and thumb pot) Explore with different types of paint and creating paint <p>Combine Religion and Ritual and Culture/ Art units</p>
Crime and Punishment	<p>History</p> <ul style="list-style-type: none"> Know about the history of the court of law (Anglo Saxons, assize forest court, star chamber). Investigate some features of historical courts-of-law and how they changed over time. Know about the history of police. Use sources to find out about past events. Explain an event in history based on sources. Devise and address questions while doing historical research. Put events in chronological order. Assess the reliability of sources.
Vikings	<p>History</p> <ul style="list-style-type: none"> Know when and why they invaded Britain in the context of the history of Britain. Discover the beliefs of Viking warriors. Explore the Viking invasion from the Anglo-Saxon/monks point of view. Know key features of a Viking long boat. Ask historically valid questions. Analyse the characteristics of Viking leaders. Understand the Viking hierarchical system. Understand that mythology was an important part of Viking life. <p>Geography</p> <ul style="list-style-type: none"> Locate where the Vikings came from and settled - use maps and atlases to locate these. <p>Art</p> <ul style="list-style-type: none"> Create and evaluate a sculpture based on Viking mythology (Tints, tones and shade Inspired by the Norse Nine worlds). <p>Design Technology</p> <ul style="list-style-type: none"> Design and make a Viking long ship on a mechanical mechanism, using cams. Use tools for cutting and joining with accuracy. Investigate materials used for Vikings clothes. Make a Viking pouch following a set of instructions. Evaluate the design and making techniques that have been used. <p>Mythology art and culture - Session 2 The Norse Nine Worlds, Session 3 Viking Gods and Goddesses</p>



Artists	<p>Art</p> <ul style="list-style-type: none"> Explore the artists/architects Norma Foster, Gaudi and Hundertwasser. Create an artist profile. Explore the designs of Westwood, identifying key techniques and styles. Identify 'classic' Westwood design features. Practise the sketch techniques of fashion design. Sketch a jacket design inspired by Westwood. <p>Design Technology</p> <ul style="list-style-type: none"> Create 3D sculptures inspired by the artists/architects. Select from a range of tools for cutting, shaping, joining and finishing with accuracy. Draw the designs from an ariel view and side view.
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Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science 	Electricity It's Electric	States of Matter States of Matter Scientists	Sound Listen Up!	Living Things and Their Habitats Name That Living Thing!	Animals Including Humans Are These Your Teeth?	Living Things and Their Habitats Help our habitats!
MUSIC 	Interesting time signatures	Combining elements to make music	Developing pulse and groove through improvisation	Creating simple melodies together	Connecting notes and feelings	Purpose, identity and expression in music
ICT 	Coding	Online Safety Animation	Writing for different audiences Making Music	Logo	Effective searching Hardware investigators	Spreadsheets
PSHE 	Being my best	Valuing difference	Me and my relationships	Keeping Safe	Rights and respect	Growing and Changing
PE 	Striking and fielding games - rounders	Gymnastics Activities 2	Invasion Games: Basketball	Games: Boccia?	Athletics	Net and wall
RE 	Islam: Why do Muslims fast during Ramadan?	God: How and why might Christians use the Bible?	Sikhism: How do Sikhs express their beliefs and values?	Jesus: Is sacrifice an important part of religious life?	Hinduism: What might a Hindu learn from celebrating Diwali?	Church: What does 'love your neighbour' really mean?
French	Phonetics Lesson 2 Presenting myself	Seasons (early)	Transport (early)	Vegetables (early)	Classroom (intermediate)	Family (intermediate)