ST. ANDREW'S CHURCH OF ENGLAND PRIMARY SCHOOL
SUMMER TERM 2017

TEACHER: Mr B Anstill   YEAR: 4

ENGLISH	Study of Shakespeare – A Midsummer Night's dream. Stories from times past – The Pearl Diver and the Gift of Sands. Stories that raise issues/dilemmas, newspaper reports, plays. 'Bills New Frock' by Anne Fine. Regular and irregular tense endings using commas to mark clauses. Apostrophes for possession.	**MUSIC**	Songs for Junior Production. Exploring/recognising sound signals (eg Morse code). How music can be used to describe and represent different animal characteristics.
MATHS	Place value, ordering, comparing and rounding. Understanding + and -, mental calculation strategies, money, real life problems, shape and measurement. Time. Properties of shapes. Written method for multiplying and dividing. 12 and 24 hour clock	**RELIGIOUS EDUCATION**	**Learning from leaders and followers:** Jesus as a leader. Qualities of a good leader. **The Jewish faith:** Introduction to Judaism. Roles of a Rabbi and a vicar. Including visit to a synagogue
SCIENCE	**Eating and digestion:** Animal diets. Food chains. Human teeth. Healthy teeth. **Circuits and conductors:** Components, mains v battery, Conductors and Insulators, Switches, bulb brightness.	**PE**	**Athletics** – experiment with different running styles. Improve accuracy of throwing jumping techniques. **Tennis** – bat and ball skills leading into games. **Cricket** and **Rounders.**
HISTORY	**Ancient Egypt:** Life in ancient Egypt. Beliefs about life and death. Egyptian Pharaoh's and their powers. Hieroglyphs. Egyptian art.	**PSHE**	Relationships – family fallouts. Important animals/people in our lives. Changes – how we deal with change in our lives. Positive changes. Growing up.
GEOGRAPHY	Not a focus this term.	**TECHNOLOGY**	**Circuits:** Making a torch, creating series and parallel circuits.
ART	Design and decorate an Egyptian mask. **Drawing:** Use different hardnesses of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly. Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture	**INFORMATION TECHNOLOGY**	**Espresso Coding.** **We are co-authors:** Editing and producing a Wiki. **E safety.**

Assembly: Friday 23rd June   HOAC: Tuesday 23rd May