

Geography

| | 0 | 1 / | |
|--|--|---|--|
| Knowledge | | Skills | |
| To locate the world's coun- | | maps, globes and Google Earth | |
| tries focussing on North | to i | dentify North America. | |
| America. Name and locate counties and cities of the United Kingdom Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom and a region within North | and the Loca Nor land imp indu Loo sou | ng maps, locate the key physical human characteristics. Relate se features to the locality ate the man-made features in the th America and relate to UK dmarks. Reflect on the portance and value of the tourism ustry in these areas. k at maps, pictures and other rces to identify similarities and | |
| America | | erences between a UK region and | |
| Describe and understand key aspects of the water cycle | phy | gion in North America. Compare sical and human features, draw clusions, pose questions and use | |
| Understand that symbols and keys mark areas of interest. | pric | or knowledge of map reading. | |
| To know and understand 6 figure grid references | | ntify main trade and economy in h regions. | |
| To know what resources can | | lyse evidence and draw clusions | |
| help identify and locate fea- tures studies at this key stage, | | duce own labelled diagrams of water cycle make links to science | |
| | | e recognised symbols to mark out as of interest on own maps | |
| | | symbols and keys including the of ordinance survey maps | |
| | Το ι | use 6 figure grid references | |
| History | | | |
| Knowledge | | Skills | |
| Not applicable for topic | | Not applicable for topic | |
| | | | |

Year 4; Spring; Skeg Vegas

Hook/Celebration



| Tasting Day | | |
|------------------------|--|--|
| Whole School Events | | |
| Well Being Week | | |
| World Religion Day | | |
| STEM Week | | |
| World Book Day | | |
| Mother's Day Afternoon | | |

Stand Alone Subjects French (Twinkl) All Around Town & Where in the World

> **Computing (Warwickshire)** Data Handling & Multimedia

PE (Twinkl Move) Netball, Tennis, Basketball, Dance

> Music (Charanga) Stop! & Lean on Me

RE (SACRE) Right & wrong Why is Jesus inspiring?

PSHE (Jigsaw) Dreams & Goals & Healthy Me

Key Texts Noah Barleywater runs away The miraculous journey of Edward Tulane Storm

| Art & Design | | |
|---|--|--|
| Knowledge | Skills | |
| To learn about great artists Hockney and Munch To improve their design techniques, including drawing, painting | Develop use of scale, proportion and perspective by using number to manage concept of scale measuring height, length, size, weight, comparative sizing. Mixes paints with an understanding of primary, secondary and monochromatic colours and selects and uses these colours Produce work 'in the style' of an artist Show movement through paint | |

| Design & Technology | | |
|---|--|--|
| Knowledge | Skills | |
| Generate, develop, model and communicate their ideas through computer-aided design. Investigate and apply the princi- ples of a healthy and varied diet | to record and collect images using digital cameras and recorders. Present recorded visual images using software which represents the real world and imagined world. | |
| Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. | | |