

In English, the children will:

- Listen to our Class Reader which will be 'King of the Cloud Forests' by Michael Morpurgo
- Increase their familiarity with a wide range of books, including Norse myths and Anglo-Saxon poetry
- Discuss words and phrases that capture the reader's interest and imagination
- In non-narrative material, use simple organisational devices (for example, headings and subheadings) to create non-chronological reports
- Extend the range of sentences with more than one clause by using a wider range of conjunctions, including when, if, because, although
- Evaluate and edit their work, changing vocabulary, punctuation and grammar to enhance the meaning
- Increase the legibility, consistency and quality of their handwriting.



You can help your child by:

- Ensuring your child is reading every day
- Discuss the books they read to aid comprehension skills
- Supervising internet searches to gather information about the Anglo Saxons and Scots
- Using everyday opportunities to develop mental maths skills
- Ensuring your child completes homework on time.

In Physical Education, the children will:

- Play competitive games and apply basic principles suitable for attacking and defending
- Develop flexibility, strength, technique, control and balance
- Take part in outdoor and adventurous activity challenges both individually and within a team
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.



Year 4 Autumn Term

2026

In R.E, the children will:

- Explain what a hero is and who the people of God are
- Discuss how David's faith helped him to succeed
- Explore how Ruth showed her devotion to God
- Learn what a covenant is
- Explore why Abraham trusts in and obeys God
- Make connections - why do three Abrahamic religions share these stories?
- Make simple links between People of God and how some Christians choose to live in their whole lives in their church communities
- Suggest answers about how far ideas of covenant, promises and following God might make a difference in the world today.

In Science, the children will:

- Plan scientific enquiries to answer questions, recognise and control variables
- Construct and interpret a variety of food chains, identifying producers, predators and prey
- Describe the simple functions of the basic parts of the digestive system in humans
- Consider the function of different teeth and how to look after our teeth
- Understand herbivores, carnivores and omnivores
- Discuss: Can we block sound? How can we change a sound? How far can sound travel?



In Maths, the children will:

- Represent numbers to 1,000
- Understand place value to 10,000
- Estimate on a number line to 10,000
- Compare numbers to 10,000
- Order numbers to 10,000
- Learn Roman numerals
- Round to the nearest 10, 100, 1000
- Learn formal methods for addition and subtraction
- Learn methods for multiplication and division
- Measure and compare area.

In History, the children will:

- Discuss the reasons for the Anglo-Saxon invasion of Britain, explaining the causes and consequences
- Learn about Britain's settlement by Anglo-Saxons and Scots
- Analyse and describe Anglo-Saxon artefacts and explain what they can teach us about the culture of the time
- Explain the religious beliefs and practices of the early Anglo-Saxon people and describe some of the Gods they worshipped
- Describe a typical Anglo-Saxon village and consider what London would have been like in Anglo-Saxon times.

In DT, the children will:

- Explore weaving and patterns that they like / dislike with reasoning
- Design their own bookmark considering patterns and colours
- Weave their bookmark over a series of lessons, following their plans and adapting as necessary
- Evaluate their final product, reviewing what went well and what they would change next time.



In Art and Design, the children will:

- Learn about tertiary, analogous and complementary colours
- Recap the colour wheel to learn about colour theory
- Understand warm and cool colours and how these can impact the mood of a painting
- Understand the benefits of watercolour paints
- Experiment with watercolours, including making colours lighter and bolder
- Create an observational drawing & painting of a pond in the style of Claude Monet.

In PSHE / RSHE, the children will:

- Describe the role of different food groups in keeping us healthy
- Explain why eating a variety of foods matters
- Name activities that help them stay active at school and at home
- Explain how being active helps their bodies stay strong and healthy
- Explain the importance of diet and hydration in maintaining energy levels
- Identify behaviours that can positively and negatively affect energy levels.

Key Vocabulary

Angles - tribes from an area today known as modern day Denmark.

Saxons – a tribe from the north coast of Europe, especially Germany, that settled in Britain from around AD 450.

Picts - tribes originally from Scotland who were often feared.

Scots - people from Ireland who were powerful fighters.

Invaders - people who enter an area and take control of it by force.

Kingdom - An area ruled by a king or queen.

BC – Before Christ or Before Common Era.



In Music, the children will:

- Start Guitar lessons: playing and performing in solo and ensemble contexts, playing musical instruments with increasing accuracy, fluency, control and expression
- Listen with attention to detail and recall sounds with increasing aural memory
- Use and understand staff and other musical notations.

In Geography, the children will:

- To research the physical features of the UK
- To explore renewable energy
- To discuss the National Rail Network
- To explore the use of canals in Britain
- To conduct a local transport links investigation.



In Spanish, the children will:

- Revise vocabulary from Y3
- Explore phonics and Pronunciation
- Learn the seasons
- Name vegetables.



In Computing, the children will:

- Develop a greater understanding of internet safety
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors
- Design, write and debug programs
- Collect, analyse, evaluate and present data and information collected from digital resources.