



Team: Year 4

Term: Spring 2023

### Spring Term

This term, Year 4 are reaching new heights and looking far and wide, as we start our new theme of 'Sky High.' Much of our work will link to travelling in the skies and exploring the world from above.

### Art and DT

In DT we will be designing and making aeroplanes while in Art we'll be exploring how famous artists have represented the skies.

### French

The children will be continuing their French this term. They will cover key vocabulary and conversation on animals and food.

### English

We will begin each day with whole class guided reading, starting with Sky Hawk. Our first unit is Adventure Stories, where we will explore the use of powerful language to evoke suspense. We will then move on to diary writing of intrepid journeys. Spellings and handwriting will continue as usual.

### Geography

To make sure we reach our destinations, we'll be developing our mapping skills, including map and compass reading, directions and creating our own representations of places. We will examine maps of both local and further areas. Grid references and coordinates will also be used.

## Year 4 Spring Overview Sky High



### PSHE

We will continue to follow the Jigsaw programme. We will be looking at "Dreams and Goals," which explores themes such as resilience, disappointment and positive attitudes.

### RE

This term, the children will be learning about early Judaism and Bible stories.

### Maths

We will be covering the following concepts:

- Multiplication and Division
- Coordinates
- Measurement
- Perimeter and Area
- Place Value

We will also be regularly practising tables and revising prior knowledge.

### Computing

We will be covering the following:

- Programming: Repetition in shapes
- Data and Information: Data logging.

### PE/Games

Outdoor - Basketball  
Indoor PE - Swimming

### Science

Our topic this term is Electricity. The children will learn about circuits, currents and switches. We will also be learning about energy use and electrical safety.