

Extended Writing Opportunities

History – biography of Edison /Tesla or other electrical pioneer.

DT evaluation of project / instructions

Science – investigation report

Science

Identify common appliances that run on electricity

Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers

Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery

Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit

Recognise some common conductors and insulators, and associate metals with being good conductors.

Humanities

Focus: History

Pupils should be taught a study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066

a significant turning point in British history

Computing

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Topic:
Bright Sparks!

Term: Spring 1

Year 4



Text(s):
The Time Machine – HG Wells
Abridged Version
Classic Starts

Hook 
What would the world be like without electricity?

P.E

Perform dances using a range of movement patterns

R.E

What do Christians believe about Jesus?

Music

Develop an understanding of the history of music
Use and understand staff and other musical notations

PSHCE

Pupils learn:

How to further describe the range and intensity of their feelings to others.

How to manage complex or conflicting emotions.

About the changes that happen at puberty.

How the spread of infection can be prevented.

About who is responsible for their health and well-being.

Where to get help advice and support.

Creativity

Focus: DT

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Select from and use a wider range of tools and equipment to perform practical tasks accurately

Understand how key events and individuals in design and technology have helped shape the world

