

Year 4 Autumn 2018 Topic Map Ancient Greece

Number (+/-/X/÷)

- **Number and Place Value** – use base 10 apparatus.
- **Calculation:**
- Addition and Subtraction
- Multiplication and Division
- Ordering and Sequencing – look for rules and patterns in numbers and sequences
- Fractions – Identify equivalence and calculate tenths and hundredths of a number
- Decimals – counting in tenths and hundredths, recognising common equivalents

Mathematics

Measurement

- **Measures** – Length (Rulers)
- **Area/Perimeter** Area and perimeter of different shapes (apply multiplication facts).

Statistics

- **Statistics** - Data Handling (apply add and subtract) data collection.
- **Data Handling** – Pictograms (Computing Link – Use computing to make own)

Problem Solving

- Apply knowledge of number, measures, including money to solve problems.
- To use the inverse operation to solve problems and check calculations.

Times Tables

- To recall times tables up to x12.

Art & Design

- To improve their mastery of art and design techniques, including painting, drawing and sculpture with a range of materials (for example pencil, charcoal, paint, clay).
- To sketch Ancient Greek artefacts (including pots) paying close attention to detail.
- To explore and describe artwork, sculptures, architecture and monuments associated with the Ancient Greeks.



Computing

- Use Microsoft word to make labels and signs for workbooks
- Understand and sketch basic networks



- Extending knowledge of basic networks
- Operating systems
- Search engines

Design & Technology

Decision Boards

- To plan a layout to encourage decision making.
- To draw outlines and cut shapes with control and accuracy.
- To combine electronics and use switches. (Link to Science).

Geography

- To locate the world's countries using maps.
- To locate Greece on a map.
- To compare maps from Ancient Greek times with current day.
- To compare environmental regions, human and physical characteristics, countries and major cities.
- To use maps, atlases and globes to locate countries.
- To use eight points of a compass.
- To recognise map symbols.

Writing – Composition

Poetry – Theseus and the Minotaur, use ICT to represent movement in a poem.

Fiction – range of Ancient Greek Myths - To write own myth.

Non Fiction - create own online brochure for Greece [Non Chronological Report].
Write a newspaper report about an event.

English

Reading – Word Reading/Comprehension

- **Guided Reading** – a variety of topics
- **Reading comprehension** - within lessons

Writing – GPS

- Commas and clauses
- Powerful Verbs.
- Adverbs
- Sentences openers for poems and newspapers
- Narrative and past tense.

Spoken Language

- Listen and respond appropriately.
- Ask and answer questions.
- Build vocabulary.
- Initiate conversations.
- Respond in GR sessions.

Writing – transcription

- Use prefixes and suffixes.
- Spell further homophones and words that are often misspelt.
- Use the possessive apostrophe accurately in words.
- Use the first two/three letters of a word to check its spelling in a dictionary.

Writing – Handwriting

Handwriting – use the Cursive style of handwriting in all work.

French

- Familiar spoken phrases
- Answer simple questions and give basic information
- Colours
- Parts of the body
- Zoo Animals
- French Translation



Music

- To listen with attention to detail.
- To play and perform in solo and ensemble contexts, using their voices and instruments with increasing accuracy, fluency, Control and expression.
- To understand a wide range of high-quality live and recorded music drawn from different traditions.

Science

Electricity

- 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 associated Metals, being good conductors.

Solid, Liquids and Gases

- Compare and group matters together according to whether they are S, L or G.
- Observe that some materials change state when they are heated or cooled.
- Measure the temperature at which this happens in °C
- Identify evaporation and condensation in the water cycle.

History (Ancient Greeks)

- Understand the term 'democracy' and the importance of it.
- Know where Modern day Greece is and the changes from the Ancient civilisation.
- The origins of the Olympics
- Investigate the term 'city states'



- Study the beliefs of the Ancient Greeks including what happens when they die.
- Use research skills to investigate of Ancient Greece.
- Study Greek Gods and Goddesses
- The Greek Alphabet

Physical Education

Games

- To consolidate their striking skills and improve the control and quality.
- To vary the shots and employ them appropriately.
- To apply skills to play small sided games.

Gym

- Revise and explore the different body parts which are capable of taking weight in a balance or when travelling, jumping or turning.
- Transfer body weight, explore movements.
- Travel, jump and balance quickly and slowly.

Dance (Electricity Unit)

- To work in small groups to develop movement.
- To perform the actions of jumping with control.
- To link movement/sections together using appropriate transitional movement.

Religious Education

- Story of Moses, Exodus and The Ten Commandments
- The Jewish Festivals Pesach and Sukkot



