



Year 4: 'South Woodham Ferrers'

Spring Term Topic Plan



Collingwood Primary School

Subjects	Knowledge and Skills to be taught
Science	<ul style="list-style-type: none">• Exploring the environment, enabling the children to construct and interpret a variety of food chains.• Identify producers, predators and prey.• Compare and group materials together, according to whether they are solids, liquids or gases.• Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C).• Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.
Geography	<ul style="list-style-type: none">• Name and locate cities and counties outside of Essex, alongside the local area.• Use the eight points of a compass, four and six-figure grid references, symbols and key to build their knowledge of the United Kingdom and the wider world.• Identify human and physical characteristics, linked to the local river.• Understand geographical similarities and differences through the study of human and physical geography of Scotland, Italy, and Modern Day Egypt, comparing to the local area.
History	<ul style="list-style-type: none">• Study locate history, tracing over time to see how past time periods (Stone Age, Iron Age and Bronze Age) have affected modern society.• Develop richer narrative beyond description towards opinion and feelings.• Ask and answer questions about similarities, differences and change and give reasons for place changes.• Use historical vocabulary.
Computing	'iMovie': <ul style="list-style-type: none">• Know how to create a series of linked frames that can be played as a short animation.• Know how to control and adjust a time slider to locate a different point in a film clip.• Know how to insert images to create a simple stop-motion animation short film clip.• Know and describe some traditional methods of animation.• Know how to edit and refine images in a stop-motion animation short film clip.• Compare different animation software by analysing good and bad points.
Music	<ul style="list-style-type: none">• Explore musical language.• Explore Repetition and contrast developing an appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians• Develop an understanding of the history of music.
Art	<ul style="list-style-type: none">• Review their sketchbooks and use to record their ideas and drawings.• To identify that art/design has been used to meet specific design criteria.• To name primary and secondary colours and say how to make these.• Develop their mastery of drawing and painting.
DT	<ul style="list-style-type: none">• Understand how key events and individuals in design and technology have helped shape the world.• 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 materials and components including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.• Investigate and analyse a range of existing products.• Use research and develop design criteria to inform the design of innovative, functional, appealing, products that are fit for purpose, aimed at particular individuals or groups.
PE	Swimming: <ul style="list-style-type: none">• Swim competently, confidently and proficiently over a distance of at least 25 metres.• Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke.

	<ul style="list-style-type: none"> ● Perform safe self-rescue in different water-based situations. <p>Games:</p> <ul style="list-style-type: none"> ● Use running, throwing, catching in isolation and in competition. ● Play competition games and apply basic principles suitable for attacking and defending. ● Vary skills, actions and ideas and link these in ways that suit the games activity. ● Show confidence in using ball skills in various ways, and can link these together.
PSHE	<p>Growing and Changing:</p> <ul style="list-style-type: none"> ● Learn about how humans grow and change over time. ● Explore hygiene, how to manage emotions and different types of relationships and how to maintain healthy friendships.
RE	<p>Humanism: <u>'Beliefs, Values and Morality'</u></p> <ul style="list-style-type: none"> ● The meaning of Humanism ● The Golden Rule ● Science as a provider of knowledge ● The British Humanist Association and symbol. <p>Christianity: <u>'Church Buildings' (Spring)</u></p> <ul style="list-style-type: none"> ● Features of churches (inside and out e.g. altar, lectern, font, pulpit) ● Symbols in churches ● Services and Mass ● Different churches (e.g. comparing Anglican and Roman Catholic churches).
Languages (KS2 only)	<ul style="list-style-type: none"> ● Use numbers to at least 60 in French. ● Know ways of describing people ● Know ways of describing someone's nationality ● Know how to describe people using various adjectives.

Questions Y4 would like to find the answer to:

- What is the population of South Woodham Ferrers?
- How many Churches are there in South Woodham Ferrers?
- How many miles long is South Woodham Ferrers?