

ENGLISH

Class novel: *Macbeth*, William Shakespeare (Classic Tragedy, Play); *Kick*, Mitch Johnson; Persuasive Writing (non-fiction)

Class picture book: *Inside the Villains*, Clotilde Perrin;

Writing composition– information; recount; newspaper report; poetry; narrative – short story

Spoken Language: role play and drama to explore character's decisions and relationships.

Poetry: *The Highwayman*, Alfred Noyes (narrative Poem); *Easter*, George Herbert (1593–1633); *An Easter Hymn*, Christina Rossetti (1830–1894).

Reading – AR, Whole Class and Shared.

World Book Day - 02.03.2026 to 06.03.2026

Grammar – word classes, commas to clarify & separate, conjunctions, relative clause, adverbials, sentences: speech; subject/ object/ predicate, parenthesis & semi-colon usage; passive/active voice

Spellings & handwriting – S1: Sincere, immediately, soldier stomach, suggest, twelfth, variety, vegetable, yacht, neighbour **S2:** nuisance, appreciate, sacrifice, secretary, shoulder, vehicle, competition, necessary, identity, leisure.

SCODE SPELLING: Words ending *ency/ancy* (plus *ent/ant/ence/ance*) including curriculum words; *frequent, apparent, convenient, ancient, sufficient, existence, occurrence, convenience, hindrance, nuisance.* Homophones - *effect/affect, aloud/allowed, heard/herd.* Apostrophes - contractions including; *contractions v's pronouns.* Focus sound /s/, including curriculum words; *sentence, suppose, special, strength, consider, correspond, recognise, curiosity, desperate, controversy, secretary, sacrifice, signature, sincere, nuisance, restaurant, especially, suggest, persuade, soldier, system, symbol, stomach, sufficient, aggressive, embarrass, necessary, harass, cemetery.* Homophones - *past/passed, desert/dessert, guest/guessed.*

HISTORY

What was life like in Tudor England?

As historians we will:

compare Henry VIII and Elizabeth I and the changing nature of monarchy; examine how monarchs tried to control their public images using portraits and royal progresses; use Tudor inventories to investigate whether people were rich or poor and find out what life was like for people in Tudor times.

GEOGRAPHY

Why does population change?

As geographers we will:

Investigate why certain parts of the world are more populated than others; explore birth and death rates; discuss social, economic and environmental push and pull factors and learn about the population in Britain and its impacts.

MATHEMATICS

Fractions: Compare and order fractions, including fractions > 1 . Name and write equivalent fractions visually, $1/10$ & $1/100$. Common factors to simplify & multiples to express fractions in the same denomination. Mixed numbers and improper fractions, convert from one form to the other: + & - fractions with the same denominator and multiples of the same number; with different denominations and mixed numbers, using the concept of equivalent fractions. Multiply & divide by whole numbers. Read and write decimal numbers as fractions. Associate a fraction with division and calculate decimal fraction equivalents for a simple fraction. Solve scaling problems. **Decimals and Percentages:** Order and compare numbers up to three decimal places. Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents. \times and \div whole numbers & decimals by $10/100/1000$. Identify digit value in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places. Round decimals with two decimal places to the nearest whole number and to one decimal place. Solve problems which require answers to be rounded to specified degrees of accuracy. Solve problems involving number up to three decimal places. \times one-digit numbers with up to 2 decimal places by whole numbers. Use written \div methods in cases where the answer has up to 2 decimal places. Recognise % symbol and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal. Solve problems which require knowing percentage and decimal equivalents of and those fractions with a denominator of a multiple of 10 or 25. Solve problems involving the calculation of percentages. **Algebra and Ratio:** Use simple formulae; generate and describe linear number sequences; express missing number problems algebraically; find pairs of numbers that satisfy an equation with two unknowns; enumerate possibilities of combinations of two variables.



**Spring
2025.26
Class 4**



PE

Tag-Rugby,
Uni Hoc
Indoor Athletics,
Gymnastics
Adventure
Activities

RE – Do religions change or do they stay the same?

Working as human and social sciences, and historians, the children will consider that religions change over time for a variety of reasons including significant events, influences from different people and power dynamics.

What did Jesus do to save human beings? (SALVATION)

The children will investigate what Christians mean when they say that Jesus' death was a sacrifice, using theological terms.

French

Pets - Learning and revising pet names in French and being able to ask if someone has a pet.

Olympics - Learning nouns in French for key sports in the current Olympic Games and conjugating the irregular verb **FAIRE**.

MUSIC

Dynamics, pitch and texture
(Theme: Coast - Fingal's Cave
by Mendelssohn)
Musical theatre
Easter

SCIENCE

Separating mixtures and changing materials

As scientists, we will:

Use our knowledge of solids, liquids and gases to decide how mixtures might be separated, knowing that some materials dissolve in liquids to form a solution. We will consider that some changes result in the formation of new materials, and that this kind of change is not usually reversible.

Human circulation

As scientists, we will identify and name the main parts of the human circulatory system and describe the functions of the heart, blood vessels and blood.

COMPUTING

Databases (5.4) – we will contribute to a collaborative database before creating our own.

Online Safety (5.2) – we will explore secure passwords and the importance of confidentiality.

Game Creator (5.5) – we will plan a 3D game and consider the features that will make it effective.

ART & DESIGN

Painting and mixed media: Portraits

Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.

DESIGN & TECHNOLOGY

Cooking and nutrition: Developing a recipe

Research and modify a traditional bolognese sauce recipe to improve the nutritional value. Cook improved version and create packaging that fits design criteria. Learn about where beef comes from.

SMSC - Learning resilience and perseverance using the text: After the Fall – Dan Santat

PHSE/JIGSAW – Dreams & Goals and Healthy Me

BLP – **Resilience, Resourcefulness, Reciprocity, Reflectiveness**