

SCIENTISTS in Year 4 should be able to:

- Observe, describe and compare using Key Stage 2 scientific vocabulary
- Group and order observations giving scientific reasons
- Collect evidence/find information to test out an idea/prediction or answer a question
- Predict what might happen and begin to explain why using everyday ideas and scientific facts/ideas
- Measure in standard units
- Select equipment, with help
- Plan ways to test out their own/someone else's ideas
- Set up a fair test and explain why it is important to do so
- Draw tables and bar charts to record observations/data
- Explain observations/results using cause and effects and scientific facts and ideas
- Explain what the evidence shows and whether it supports any predictions
- Identify and explain simple trends and patterns in results
- Communicate findings in a variety of ways
- Talk about how to improve their own work

GEOGRAPHERS in Year 4 should be able to:

- Describe and compare the features of places accurately using geography words
- Locate and explain how to find places on a range of maps
- Describe and compare regions, cities, rivers, mountains and seas around the UK.
- Use a range of methods to find out people's opinions of places and communicate your findings.
- Draw maps using grid references, scale and symbols
- Describe places using 8 points of the compass
- Describe European countries, capital cities, mountain ranges, rivers and seas.
- Describe and explain why rivers are important (e.g. settlements, transport, recreation, environmental factors) and the role they play in the water cycle.
- Explain how and why settlements change over time.
- Describe environmental issues affecting areas they are studying.
- Present work in a range of methods including ICT.

HISTORIANS in Year 4 should be able to:

- Talk about the past and present using appropriate dates, centuries, BC/AD and time vocabulary
- Place people, events and objects that they have found out about on a timeline
- Ask historical questions and suggest a wide range of sources of evidence to find answers
- Present information about the past using a wide range of methods, that they choose themselves
- Use a wide variety of sources to find out about the past and explain why there may be differences

ARTISTS in Year 4 should be able to:

- Create a sketchbook with ideas, research, annotations, sketches etc
- Evaluate and refine their own work and the work of others
- Use digital cameras to take photos and enhance them using relevant software
- Explore how artists use colour, shape and techniques to convey a mood/feeling and then paint their own pictures
- Sketch using a variety of media, grades of pencils, lines, patterns, textures and tones
- Annotate sketches to explain ideas
- Create printing blocks from a variety of materials and make prints of 2 or more colours
- Investigate how print is used in other cultures/time periods and compare their methods/techniques
- Create collages, montages and mosaics inspired by other cultures using a variety of media and methods
- Create purposeful textile work that uses a variety of stitches, joins, fabrics, quilting/padding and methods of colouring / Explore weaving on a loom
- Create 3D pieces of art using a variety of materials
- Add materials to other pieces of work to create texture, expression or movement



Academy St James

Year 4

KEY SKILLS

MUSICIANS in Year 4 should be able to:

- describe music using the correct terminology and using these to explain how to improve music.
- Talk about how and why music affects mood and feelings.
- Sing songs clearly with awareness of others.
- Combine musical elements to compose music and explain beats in a minim, crotchet, semibreve and rest.
- Describe the different purposes of music throughout history and explain how the sense of occasion affects the performance.
- Compose and perform melodies with repeating patterns and a range of instruments, (including ICT) including abstract sounds, accompaniments using drones/melodic ostinato (based on a pentatonic scale).
- Explain the effect of their music on others.

DESIGNERS in Year 4 should be able to:

- Plan and design ideas, and use appropriate tools, for a range of purposes and choose a way to communicate their ideas.
- Explain how their evaluations and communicate how they improved their product.
- Create a textile product by selecting and combining appropriate textiles and explain their choices.
- Prepare, make and measure ingredients to make a food product. Explain to make the food product appealing to others.
- Describe food products in terms of taste, texture and flavour and relate to the intended purpose.
- Make a model using stiff and flexible sheets and explain how they made it using DT words.
- Create a product combining a simple circuit and simple mechanism.

A SPORTS PERSON in Year 4 should be able to:

- Talk about how their work is similar to and different from other performances and say how it can be improved.
- Talk about my health and PE with reasons.
- Create a gymnastic routine with co-ordination, in a controlled way, and choose dynamics to improve my strength.
- Create a dance routine which communicates a mood.
- Play as part of a team, develop tactics and use equipment correctly.
- Use maps/plans/diagrams to follow a route.
- Work as part of a team to solve outdoor problems/challenges.
- Run/sprint over long and short distances, jump in a variety of ways.
- Use underarm, overarm, putting and hurling, to hit a target.

A COMPUTER USER in Year 4 should be able to:

- Independently turn on computer, sign in and navigate to find programs.
- Experiment with algorithms to control models.
- Give accurate on-screen instructions to move sprite, on screen robot from A-B.
- Make accurate predictions about what will happen (linked to coding)
- I can select appropriate software to accomplish goals.
- I can collect and present data.
- I can recognise acceptable and unacceptable behaviour using technology.