

## Literacy

- To explore Greek myths and legends
- To compare and contrast stories.
- To map stories.
- To work in small groups to rehearse and perform a story
- To write a story in the style of a Greek myth.

### Non-chronological Reports

- Children can identify key language features in non-chronological reports.
- Children can plan, draft and write a report related to The Ancient Greek Civilisation

### Poetry:

- To read and perform poetry related to the Ancient Greek topic

## History - Ancient Greeks

- To undertake an in depth study of The Ancient Greeks.
- To carry out investigative activities
- To compare and evaluate sources of information
- To make comparisons between the past and the present.
- To create a timeline to show significant events in history
- To explore and engage in role play activities
- To study people of historical significance from Ancient Greece

## RE: Hinduism

- To introduce Hinduism and their beliefs about God.
- To recognize the Aum symbol and its meaning/importance to Hindu's
- To look at simple Hindu art and to explore the simple patterns and how they are used.
- To understand Diwali and how Hindus celebrate this festival.
- To understand each Hindu home will have a Shrine. To understand the importance of a Puja plate and the different items found on it.

## Math

- Measuring different lengths (mm and cm)
- Converting measures (mm, cm, m and km)
- Addition and Subtraction of different measures
- Finding the perimeter of rectilinear shapes
- Multiplication and division
  - By 10 and 100
  - Using times table to divide
  - By 1 and 0



## Year 4

### Autumn Term 2

### Topic: Ancient Civilisations: The Greeks

## P.E

Children will develop dance and Football skills:

### Football

- Improve stamina, co-ordination, agility, movement, control and ball skills through football activities and games.
- To participate in team sports

### Dance

- To develop dance skills, moving rhythmically.
- To work towards dance drama based on a The Olympic Flame.

## ICT



Children will learn:

- To know what an algorithm is.
- To know how algorithms are implemented as programs on digital devices.
- To build simple computer programs on espresso using coding.

## French



Children will learn:

- To tell the time
- To talk about leisure activities
- To discuss timetabled activities
- To extend vocabulary related to activities

## PSHE

Children will learn:

- To use the Zones of Regulation regulate to manage their behaviour
- To understand how to make and keep good friends.
- To learn the importance of trust and honesty.