



Bellenden Primary School – Topic web Year 4 Term 2

Under Attack!

<p>Science1st HALF: ANIMALS INCLUDING HUMANS.</p> <ul style="list-style-type: none"> Describe the simple functions of basic types of the digestive systems in humans. Identify the different types of teeth in humans and their simple functions. <p>Construct and interpret a variety of food chains; identifying producers, predators and prey</p> <p>Maths Links: Fraction of type of teeth problems Compare fractions of carnivores and herbivores. Construct bar charts comparing tooth types in humans and animals.</p> <p>Writing Links: Write a persuasive leaflet about caring for teeth</p>	<p>Science: 2ND HALF: SOUND</p> <ul style="list-style-type: none"> Identify how sounds are made, associating some of them with vibrating. Recognise that vibrations from sounds travel through a medium to the ear. Find the patterns between the pitch of a sound and the features of the vibrations that produced it. <p>Recognise that sounds get fainter as the distance increases</p> <p>Maths Links: Read and construct line graphs based noise levels in the classroom. Compare and order pitches of sounds using decimals.</p> <p>Writing Links: Write aa poem about sound (using key words) Write instructions for creating an instrument with different pitch/volume</p>
<p>History: THE VIKINGS</p> <ul style="list-style-type: none"> Know where the Vikings came from and why they attacked. Know the threat of the Vikings came from the sea. Locate the Vikings in time in relation to the Romans and the Saxons. Identify where the Vikings raided. Understand how the role of Vikings changed from raiders to conquerors. Understand the importance of Danelaw. <p>Research Alfred the Great and Edward the Confessor.</p> <p>MATHS LINKS:</p> <ul style="list-style-type: none"> Research Alfred the Great and Edward the Confessor. Solve word problems about Viking life. Solve fraction problem involving Viking trading. 	<p>Geography: SETTLEMENT AND LAND USE</p> <ul style="list-style-type: none"> Know the different types of settlement. Look at places that originated in Viking times and identify them by their settlement type. Use maps to look at the similarities and differences of different types of settlement. Look at the trade links between Viking countries and identify why they invaded these places. Look at trade links between these countries in the modern day. <p>MATHS LINKS:</p> <ul style="list-style-type: none"> Construct and interpret charts about settlement preferences. Solve translation problems about Viking settlement patterns.
<p>Art REPEATING PATTERNS</p> <ul style="list-style-type: none"> Use a graphics package to create images and effects with lines by controlling the brush tool with increased precision. Use digital media to create shapes by making selections to cut, duplicate and repeat. <p>Experiment with colours and textures by making an appropriate choice of special effects and filters to manipulate and create images for a particular purpose.</p> <p>CHALLENGES FOR THE MORE ABLE PUPILS:</p> <ul style="list-style-type: none"> Use more complex patterns and filters. Create original repeating patterns. Research the origins of repeating patterns. 	<p>D.T: MAKE BISCUITS FOR A HUNGRY INVADER (there is a plan bee scheme for this)</p> <ul style="list-style-type: none"> Develop design criteria to inform the design of functional and appealing products that are fit for purpose. Generate, develop, model and communicate ideas through discussions, sketches and prototypes. Select and use from a wide range of ingredients. Investigate and analyse a range of existing products. Evaluate individual products against a design criteria and consider views of others to improve work. Prepare and cook a variety of dishes using a range of techniques. <p>CHALLENGES FOR THE MORE ABLE PUPILS:</p> <ul style="list-style-type: none"> Create other recipes for invaders.
<ul style="list-style-type: none"> Music: Music: Play in ensemble contexts, using their voices and playing instruments with increasing accuracy. Improvise music for a range of purposes using the interrelated dimensions of music. Listen with attention to detail to sounds. Appreciate and understand a wide range of high-quality live and recorded music. <p>Develop an understanding of the history of music..</p>	<p>P.E (Please follow Val Sabin's scheme of work) Dance, gymnastics, games</p>
<p>R.E: BUDDHISM - unit 3 and HINDUISM - unit 3</p>	
<p>Computing: Coding, Programming and Computer Games</p> <ul style="list-style-type: none"> Create and edit flow diagrams to break down a sequence (eg traffic lights) into smaller steps Create more complex programs using symbols and text to achieve an outcome on screen Explore the variables in a range of simulations and relate to real life applications and situations Create simple interactive computer games and activities <p>Identify and de-bug errors in their own/others code</p>	
<p>Entitlement and enrichment: The British museum/ visit a local settlement (e.g. a village/hamlet etc) / London Zoo</p>	
<p>Topic writing links: (please teach during Friday's literacy lesson and work in topic/Science books</p>	<p>Literacy books which link to the topic:</p> <ul style="list-style-type: none"> The Littlest Viking

- Create an information book about the Vikings.
- Write an eye-witness account of a Viking raid.
- Write a diary from the perspective of a Viking raider/ Viking conqueror
- Write a set of rules that people living by Danelaw had to abide by
- Write a letter describing living in the Danelaw
- Write a fact file about Edward the confessor and Alfred the Great
- Write a description of a Viking feast
- Create a wanted poster of a Viking warrior
- Write a diary entry from a villager's point of view about being attacked by Vikings
- Write a travel brochure for a place which was a Viking settlement
- Create an advert for a product that was traded in Viking times
- Write an estate agent style of writing for a preferred settlement type
- Write instructions for how to clean teeth

- Thor's wedding Day
- There's a Viking in my Bed
- Vikings in the Supermarket
- Sir Cumference and the Viking's Map
- Hiccup
- How to be a Viking
- How to train your dragon

Maths topic Links: (work to be in topic/Science books)

- Word problems about Viking life
- Fractions problems about Viking trading.
- Read and write distances Vikings travelled in km.
- Construct and interpret charts about settlement preferences.
- Solve translation problems about Viking settlement patterns.
- Multiplication / division money problems about 'Wergild' (the value set on human life based on crimes committed.)