

Beaufront First School Class 2 (Year 4) Medium Term Planning
August Term 2 2025: 7 Weeks

English		Mathematics	
<p>Writing Focus Text: <i>Street Child</i> by Berlie Doherty Hook - Visit to Beamish Museum Link - Industrial Revolution and Railways. Outcome: Biography (of Jim Jarvis or a character based on him) Genre Focus: Biography (Non-fiction) Hooks: Beamish Visit Writing Overview</p> <ul style="list-style-type: none"> Cold Write (Week 1): Write a short biography of a well-known person (e.g. Florence Nightingale) without prior input. Imitation Phase (Weeks 1–2): Immerse in <i>Street Child</i> and explore biography features through model texts. Innovation Phase (Weeks 3–4): Plan and write a biography of Jim Jarvis using scaffolds and research. Invention Phase (Week 5): Independent <i>Hot Write</i> – write a biography of a new person (e.g. fictional Victorian child or real historical figure) <p>Guided Reading: Diary of a Killer Cat by Anne Fine. By the end of the guided reading sequence, pupils should be able to:</p> <ul style="list-style-type: none"> Retell and summarise events in order. Infer characters’ thoughts and feelings using textual evidence. Identify and discuss the author’s use of humour and viewpoint. Reflect on empathy and responsibility in everyday life. Write creatively in a similar style or format. 		<p>Year 4 White Rose Maths Area</p> <p>Objective: to recognise that area is the amount of space a 2-D shape covers, to work practically (by counting squares) to find area of rectilinear shapes, and to compare areas.</p> <ul style="list-style-type: none"> What is area? Count squares Make shapes Compare areas <p>Multiplication and Division A</p> <p>Objective: to consolidate times-tables and division facts for 3, 6, 7, 9, 11, 12; to understand multiplying and dividing by 1 and 0; to develop fluency in multiplying three numbers; and thereby build strong foundations for efficient multiplication and division.</p> <ul style="list-style-type: none"> Multiples of 3 Multiply and divide by 6 6 times-table & division facts Multiply and divide by 9 9 times-table & division facts The 3, 6 & 9 times-tables Multiply and divide by 7 7 times-table & division facts 11 times-table & division facts 12 times-table & division facts Multiply by 1 and 0 Divide a number by 1 and itself Multiply three numbers 	
Science		PSHE/ RSE	PE
<p>Forces and Space: Forces and Magnets Through investigations, children will develop the knowledge...</p> <ul style="list-style-type: none"> To be able to describe the effects of contact forces. To recognise the effects and use of forces. To interpret how and why things move differently on different surfaces. To describe the effects of magnets. To compare the different properties of magnets. To explain the uses of magnets. <p>Children will work scientifically to develop the skills needed to...</p> <ul style="list-style-type: none"> Label a diagram using arrows and scientific vocabulary. Write a scientific conclusion identifying cause and effect. Plan an investigation using variables. Write a method. Display data using a bar chart. Research the uses of magnets. <p>Children will also link their developing knowledge and skills with their work on railways as part of their learning about the Industrial Revolution (History link).</p>		<p>Health and Well-being Children will learn through discussions and practical activities...</p> <ul style="list-style-type: none"> To know key facts about dental health. To know that visualisation means creating an image in our heads. To know that different job roles need different skills and so some roles may suit me more than others. To know that it is normal to experience a range of emotions. To know that mental health refers to our emotional wellbeing, rather than physical. To understand that mistakes can help us to learn. To know who can help if we are worried about our own or other people’s mental health. 	<p>Dance - Indian Delight topic The children will be learning through</p> <ul style="list-style-type: none"> Introduction & exploration; observing and responding designing and performing their own warm-ups researching and improvising Indian dance movements composing, developing and adapting dance phrases using linking movements to ensure fluency varying the order, timing, speed and direction of movements performing skills and movement patterns accurately working cooperatively with others describing and suggesting ways to improve their own and others’ dance

History	RE	Art
<p>The Industrial Revolution: Railways</p> <p>Children will learn to -</p> <ul style="list-style-type: none"> • Develop secure chronological understanding within and beyond living memory. • Use historical vocabulary (<i>industry, revolution, invention, transport</i>). • Sequence events and explain cause and effect relationships. • Understand how evidence (e.g. artefacts, buildings) gives us information about the past. • Make comparisons between periods of history using evidence. • Develop empathy through describing life from different perspectives. • Explain how people's lives were affected by historical developments. Use evidence to support opinions about fairness or working conditions. • Write from a historical perspective. • Explain how inventions contributed to wider historical change. • Use different sources to learn about inventors' work and context. • Present information clearly using posters, timelines, or short presentations. • Explain how technological advances (railways) influenced growth of towns and trade. • Use maps, timelines, and images to present historical understanding. Recognise the significance of local or national events (e.g. Stockton & Darlington Railway). • Analyse how industrialisation changed society and the environment. • Discuss and debate the idea of "progress." • Use evidence to explain opinions in writing or discussion. 	<p>What do Hindus believe God is like?</p> <p>Children will use their developing knowledge and understanding of worldviews to:</p> <ul style="list-style-type: none"> • Identify some Hindu deities and say how they help Hindus describe God. • Make clear links between some stories (e.g. Svetaketu, Ganesh, Diwali) and what Hindus believe about God. • Offer informed suggestions about what Hindu murtis express about God. • Make simple links between beliefs about God and how Hindus live (e.g. choosing a deity and worshipping at a home shrine). 	<p>Sculpture and 3D: Abstract Shape and Space</p> <p>Through practical activities and using famous pieces of work/ famous artists for inspiration, children will:</p> <ul style="list-style-type: none"> • Learn how to join 2D shapes to make 3D structures. • Learn how to join materials in different ways to make 3D structures. • Develop ideas for 3D artwork. • Apply knowledge of sculpture when working in 3D. • Evaluate and improve an artwork.

	<p>celebrating Diwali).</p> <ul style="list-style-type: none"> • Identify some different ways in which Hindus worship. • Raise questions and suggest answers about whether it is good to think about the cycle of create/preserve/destroy in the world today. • Make links between the Hindu idea of everyone having a 'spark' of God in them, and ideas about the value of people. 	
Music	Computing	French
<p>Haiku, Music and Performance: Hanami/ Christmas Production Music</p> <p>Children will:</p> <ul style="list-style-type: none"> • Explore and describe the Japanese Festival of Hanami using suitable words and sounds → Compare this to the Winter Celebration of Christmas in the UK. • Represent a blossom tree using sounds → Represent falling snow using sounds. • Identify different musical features using descriptive vocabulary. • Work as part of a group to compose and perform a piece of music celebrating the Hanami Festival → Work as part of a group to compose and perform a piece of music about snow/ Winter (using 'The Four Seasons: Winter' by Vivaldi as inspiration). • Work as part of a group to perform songs for the Christmas production. 	<p>Programming 1 - Further coding with Scratch</p> <p>Children will:</p> <ul style="list-style-type: none"> • Identify how variables and if statements are used in Scratch games. • Explain what a variable is, tracking and how a condition changes what happens. • Create variables to keep and display scores. • Use sensing blocks and if statements to control game actions. • Combine variables, sensors and if/else blocks to build a multiplication game. • Debug code by finding and fixing errors. • Evaluate the game by explaining what worked well and what could be improved. 	<p>School Days</p> <ul style="list-style-type: none"> • Develop accurate pronunciation and intonation. • Link the spelling, sound and meaning of a number of words. • Identify the correct definite article and identify cognates and near cognates. • Say and write descriptive phrases. • Adapt phrases to build new sentence

Forest School
Fire safety - Bonfire; Alder ink and willow pencils; Pinecone exploration, Christmas Villages and Decorations <ul style="list-style-type: none">• Can I find out about events in British history?• Can I develop an understanding of risk and how to keep myself safe?• Can I select and use a range of tools and equipment to perform practical tasks? -knot tying/ shelter building• Can I observe that some materials change state when heated?• Can I Select and use a wide range of tools and materials to perform practical tasks, based on aesthetic qualities?• Can I describe, explain and analyse beliefs and practices whilst recognising that diversity that exists?• Can I select from and use a wider range of materials, textiles and ingredients, according to their characteristics?