SACRED HEART CATHOLIC PRIMARY SCHOOL
Many Worlds, One Planet - Year 4

Theme	The Americas
Big Question(s)	• Is America the same all over? • Does the USA have 'culture'? (Links to music/fashion/melting pot of people)
Key Vocabulary	
Suggested end of theme 'Showcase'	To create an immersive theatre experience where parents are invited to watch from the middle of the hall and the action unfurls around them. Children piece together and intertwine their knowledge of both geography and American music (including Blues, Jazz, Rock n Roll, Country Music). Groups of children to read speeches/perform/ dress up as famous artists.
GEOGRAPHY OBJECTIVES	
Locational Knowledge and Place Knowledge	• Locate the world's countries, using maps to focus on North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities • Name and locate countries and major cities within the continents of North and South America and key topographical features (including hills, mountains, coasts and rivers)
Human and Physical Geography	• Understand geographical similarities and differences through the study of human and physical geography of the United Kingdom, a region in North and South America; including climate, vegetation, bio-domes, wildlife and food.
Geographical Skills and Field Work	• Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied • Use the eight points of a compass, four and six-figure grid references, symbols and key • Use recognised symbols to mark out local areas of interest on own maps. - Choose effective recording and presentation methods e.g. tables to collect data.
ART OBJECTIVES	
Drawing	• To create sketch books to record their observations and to review ideas • To improve mastery of art and design techniques • Drawing pencils, and charcoal
Painting	• To improve mastery of art and design techniques • Watercolours
Sculpting	• To improve mastery of art and design techniques • Clay
Artists	• To learn about great artists • Monet (or teachers choice)
DESIGN TECHNOLOGY OBJECTIVES	
Food/ cooking	• To Understand and apply the principles of a healthy and varied diet • To prepare and cook savoury dishes using a range of techniques • To understand seasonality and to know where ingredients are grown, reared and processed

	• All to be linked to topic using countries ingredients
Design	• Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. • Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross sectional and exploded diagrams, pattern pieces and computer- aided design.
Make	• Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. • Using saws, clamps, glue guns, nails, files, pain, varnish • Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
Evaluate	• Investigate and analyse a range of existing products. • Evaluate their ideas and products against their own design criteria. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
Technical knowledge	• Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. • Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].
COMPUTING OBJECTIVES	
E-Safety	• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
Coding	• Use sequence, selection, and repetition in programs; work with variables and various forms of input and output • Design, write and debug programs that accomplish specific goals
Multi-media and technology	• Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals