

English

- I can write a persuasive letter.
- I can write a narrative based on a fantasy story.

Art and Design

- I can improve my mastery of art and design techniques through the topic of ancient Rome.
- I can create my own piece of artwork around a paper circuit.

Science

- I can identify common appliances that run on electricity.
- I can construct a simple series circuit, identifying and naming its basic parts.
- I can identify whether a lamp will light, based on complete circuit knowledge.
- I can recognise the role of switches in opening/closing circuits and associate this with whether a lamp will light.
- I can recognise common conductors and insulators, and associate metals with being good conductors.

Spanish

- I can tell the time in Spanish.

R.E.

- I can learn about and compare different creation stories.

International

- I can understand some of the similarities and differences between the different home countries and the United Kingdom.
- I can learn about ways in which these similarities and differences affect the lives of people.

Year 4

Bright Sparks



P.E.

- I can use running, jumping, throwing and catching in isolation and in combination.
- I can develop flexibility, strength, technique, control and balance (e.g. through athletics and gymnastics) and apply them in combination in a range of activities.
- I can play competitive games (modified where appropriate), applying basic principles suitable for attacking and defending.
- I can compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Maths

- I can compare numbers with the same number of decimal places up to two decimal places.
- I can recognise and write decimal equivalents of any number of tenths or hundredths.
- I can round decimals with one decimal place to the nearest whole number.
- I can recognise and write decimal equivalents to $1/4$, $1/2$ and $3/4$.
- I can find the effect of dividing a one or two-digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths.

Geography

- I can use maps, atlases, globes and digital/computer mapping to locate countries and describe their features.

History

- I can investigate and explore the Roman Empire and its impact on Britain.

Computing

- I can design and make an on-screen prototype of a computer-controlled toy.