



Hawthorn Class Year 4 Summer Term 2025

Creative Curriculum Focus:

This will be a very busy term in regards to our creative curriculum! In History, we will be looking at the 'Anglo-Saxons and Vikings'. As part of this unit, the children will journey back in time to the Anglo-Saxon Era. They will explore how Anglo-Saxon Britain was formed and the impact this had on our country today, as well as researching Anglo-Saxon art and culture. In Music, the children will listen, learn and play instruments to the song 'Blackbird'. We are also looking forward to creating sculptures in Arts Week!

Physical Education:

This term, the children will be preparing for May Day by learning a new dance routine. In addition, the children will be developing their tennis skills in our net and wall game unit.

English:

The children will start the term by studying the adventure fiction book 'How to Train your Dragon' by Cressida Cowell. Using this text, the children will write a non-chronological about dragons. The children will then be inspired to have a go at writing their own instructions on how to train a dragon.

Anglo-Saxons and Vikings



Mathematics:

The children will start the term by learning about length, perimeter and area. They will then move on to learning about time, using both analogue and digital clocks. The term will finish with geometry focusing specifically on properties of shape. There will also be a focus on recalling times tables facts and their associated division facts.

Religious Education:

This term in R.E., Hawthorn will explore the question: 'Does prayer make a difference and how do Christians know?' Through this question, the children will look into the importance of praying for Christians and what prayer looks like for them.

PSHE:

In PSHE, the children will be looking at the topic of 'Growing and Changing'.

Science:

The next science unit for this term is 'Sound'. The children will be carrying out investigations to find out how sounds are made and how different sounds travel.

Computing:

In Term 5, Hawthorn will learn all about programming. They will be given a range of opportunities to have a go at using a variety of different programming skills involving using loops to create shapes, animating their names and modifying a game. They will then apply all of these newly learnt skills to design and create their own game.