YEAR 4: Mighty Mountains

ESSENTIAL KNOWLEDGE:

Like a giant jigsaw puzzle, the **Earth's crust** is made up of huge pieces called **tectonic plates**. These move, causing **earthquakes** and the formation of mountains.

Heights of mountains are generally given as heights above sea level.

The world's highest peak on land is **Mount Everest** in the **Himalayas**. It is 8,848m tall. **Ben Nevis**, in Scotland, is the highest mountain in Great Britain.

The 14 tallest mountains in the world are all found in the Himalayas.

Jordan Romero was 13 years old when he reached the summit of Mount Everest, making him the youngest ever mountaineer to achieve this. The top of a mountain is called its **peak** or **summit.** The side of the mountain is called the **slope**. The low ground between mountains is known as a **valley** or **gorge**.

KEY QUESTIONS:

What is the difference between a hill and a mountain?

How are mountains formed?

How can I use an atlas to locate mountains?

What is it like to live on a mountain?

VISITS & ENRICHMENT

Use Google maps to visit the summit of:

- Mount Everest
- Mount Kilimanjaro
- Mount Vesuvius
- Ben Nevis
- Mount Snowdon

PE – Swimming and dance.

ICT – Maths Quiz – debugging programs

E-Safety – Exploring our online identity.

PSHEC – Health and wellbeing.

French - Leisure activities.

Music – Exploring percussion.

DT:

This half term, we will be designing and making a pop-up book explaining how mountains are formed.

Art and Design Targets: A Year 4 Artist

To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].

MATHS:

Help your child with their maths at home through these fantastically fun websites:

- timestables.co.uk (children should be clicking on 'all tables')
- mathsframe.co.uk
- topmarks.co.uk

All Year 4 children should know their times tables up to 12 x 12 by the end of the academic year.

Geography Targets Locational Knowledge

 To name and locate geographical regions in the world and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers) and understand how some of these aspects have changed over time.

Human and Physical

 To explore physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle.

Geographical Skills and Fieldwork

 To use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.

ENGLISH:

Our class text for this half term is 'Stig of the Dump' by Clive King. We will base our writing genres upon events and characters from this entertaining, adventure story. These pieces will include:

- descriptions
- play script
- chapter writing
- narratives
- ...and more!

SCIENCE:

- To ask relevant questions using different types of scientific enquiries to answer them.
- To set up simple practical enquiries, comparative and fair tests.
- To make systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers.
- To gather, record, classify and present data in a variety of ways to help in answering questions.
- To record findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables.
- To report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.
- To use results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions.
- To identify differences, similarities or changes related to simple scientific ideas and processes.
- To use straightforward scientific evidence to answer questions to support their findings.
- To identify how sounds are made, associating some of them with something vibrating.
- To recognise that vibrations from sounds travel through a medium to the ear.
- To find patterns between the pitch of a sound and features of the object that produced it.
- To find patterns between the volume of a sound and the strength of the vibrations that produced it, including the distance from its source.
- To recognise that sounds get fainter as the distance from the sound source increases.