

### History Outcomes

Aborigines – native inhabitants  
Convicts that were sent & penal colonies formed.  
Australia becomes a nation in 1901.

### Key Skills

- ❖ Note connections, contrasts and trends over time
- ❖ Use terms related to the period and begin to date events.
- ❖ Devise historically historic questions about change, cause, similarity/difference and significance.
- ❖ Construct informed responses that involve selection and organisation of historical information
- ❖ Understand how our knowledge of the past is constructed from a range of sources

### Other information

Autumn 1 – PE is on a Tuesday and Wednesday  
Autumn 2 – PE will be on a Friday afternoon and this will be swimming.

### Art and Design Outcomes

Children will investigate patterns in textiles from different times and cultures. They use ideas from these as a starting point for developing their own designs. They investigate stencilling and printmaking techniques and explore ways of combining and organizing shapes, colours and patterns to make a decorative textile piece related to aboriginal art.

### Key Skills

- ❖ Develop techniques including control and use of materials with creativity and experimentation.
- ❖ Review and revisit ideas
- ❖ Use a range of materials
- ❖ Reflect on great artists, architects and designers in history.

## Thematic Termly Planner

YR: 4

TERM: Autumn

### Writing across the curriculum

Children will gain the opportunity to participate in role-play. They will have the chance to write about Australian dreamtime stories. Children will learn about Australian animals and rainforests by producing non-chronological reports and newspaper recounts. They will write persuasively and informatively by looking at Australian tourist attractions and landmarks.

## Down Under

### Maths across the curriculum

Children will identify the value of digits in four digit numbers. They will add and subtract three-digit numbers using a column method. Children will look at the Australian landscape and identify different types of shapes, angles and triangles. Children will read, write and plot the co-ordinates of Captain James cook who founded Australia

### Computing links

Children will use a range of digital media software to produce a fact file about Australia. They will use research techniques to expand their knowledge. Children will use Microsoft word to produce documentation Pupils will be taught to use technology safely, respectfully and responsibly; recognise acceptable and unacceptable behaviour;

### Geography Outcomes

Where is Australia?  
Which continent is it on? Seas & oceans that surround it  
What is the capital city?  
Why is it a tourist attraction?  
Name and locate their famous landmarks.  
Climate & seasons  
Rain-forest & bushfires – impact on nature

### Key Skills

- ❖ Extend knowledge and understanding of worlds, countries, using maps to focus on Europe ( including physical and human features)
- ❖ Identify the position and significance of latitude, longitude, equator, hemispheres
- ❖ Identify similarities and differences with a European country
- ❖ Describe and understand key aspects of human and physical geography
- ❖ Use maps, atlases, globes and digital/computer mapping to locate countries and describe their features
- ❖ Use eight points of a compass, four and six figured grid references, symbols and keys (ordnance survey maps) to build their knowledge of the wider world.

**PHSCE-** Children will learn about their responsibility to respect other they will think about and discuss the consequences of bullying individuals or groups and to empathise with victims. Children will explore the concept of taking responsibility for identifying, speaking out and putting a stop to bullying.

**RE-** Creation and Fall Holy Trinity  
What is it like to follow God?

### Design Technology Outcomes

Children will about Australian food and make an Australian dish. They will gain the opportunity to design, make and evaluate their own product related to Australia.

### Key Skills

- ❖ Use research to inform a design of innovative, functional, appealing products that are fit for purpose.
- ❖ Communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer aided designs.
- ❖ Select and use a wide range of materials, tools and equipment.
- ❖ Investigate, analyse and evaluate products and ideas