

Year 4 Our World
Our Responsibility
The Rainforest

Autumn 2026



Design and technology

We will design and create a tribal dwelling using measuring, selecting the correct cutting tools, and honing our practical skills.

PE

The children will be focusing on their fitness in relation to healthy minds equal healthy bodies. Moving onto badminton and then teamwork through football and related skills.

Art

Children will be focusing on their drawing skills this term, taking inspiration from the impressionist Henri Rousseau. We will focus on his interpretation of rainforest animals.

Science

Children will learn about the habitats and food chains that exist in the Amazon rainforest. The key skills will include classification and grouping, starting off with basic objects moving onto more complex vertebrates and invertebrates. We will then move onto focusing on the digestive system in animals and humans and the function of teeth.

English

We will be concentrating on descriptive writing taking inspiration from two texts: The Shamans Apprentice and The Great Kapok Tree. They are both linked to our rainforest topic. The children will learn a range of vocabulary, grammar, and punctuation to facilitate their learning. Children will keep developing their reading skills through Accelerated Reader and Cracking Comprehension.

History

This will be taught in our next unit in spring.

Our World – The People and Events who shaped it.

Geography

The children will be learning about the Amazon Rainforest, where it is and its physical and human features. There will be a focus on our responsibility for the environment and how we look after it. Links will be made to deforestation and the use of palm oil.

Music

The children will be learning tuned percussion using xylophones and glockenspiels. Milton Keynes Music Service will deliver lessons. They will be learning rhythm, sequencing, and composition using different notes and chords.

Computing

As part of our computing curriculum children will be experimenting, developing, and designing interactive games using scratch software.

RE

Please see Year 4 RE Newsletter Branch 1