



## Year 4: A Passport to Europe

### Music - European National Anthem.

#### Key Questions:

1. What is a national anthem?
2. When did many European countries start adopting national anthems?
3. What does the term "patriotic" mean?
4. Which European country has the oldest national anthem in the world?
5. What is the role of music in expressing patriotism and unity?
6. What does the term "symbolism" mean?
7. What musical features are commonly found in national anthems?
8. Can you explain the significance of the tempo in a national anthem?
9. How do dynamics contribute to the emotional impact of a national anthem?
10. Why is it important to consider the pitch and key in national anthem compositions?

#### Key Vocabulary

- **National Anthem:** A patriotic song that symbolises a country, its history, and its people.
- **Anthem:** A religious or national song or piece of music that represents a group of people.
- **Patriotic:** Showing pride, love, and devotion to one's country.
- **Sovereign:** Supreme ruler; possessing supreme or ultimate power.
- **Symbolism:** The use of symbols to represent ideas or qualities.



### Design and Technology: Passport holders.

1. What is a passport holder?
2. What is seam allowance?
3. What is embroidery?
4. What is a template used for in design and technology?
5. What are finishing techniques in sewing?
6. What does aesthetically pleasing mean?
7. What are fasteners in design and technology?
8. Why is it important to consider the audience when designing a product?
9. What is a specification in design and technology?
10. What do you use to evaluate a finished passport holder?

#### Key Vocabulary:

- **Passport holders** - objects designed to store and protect passports.
- **Seam allowance** - the specified extra amount of material added to the measurements for sewing seams.
- **Decorative hand sewing techniques** - methods of sewing used to add decorative elements to a design.
- **Embroidery** - the art of decorating fabric using a needle and thread.
- **Template** - a pre-designed layout or pattern used as a guide for cutting or shaping materials.
- **Specification** - a detailed description of the requirements for a product or design.
- **Finishing techniques** - methods used to neatly complete the edges or seams of a project.
- **Aesthetically pleasing** - visually attractive or appealing.
- **Fasteners** - devices used to securely close or fasten materials, such as buttons, zips, or Velcro.
- **Evaluate** - to assess or judge the quality, value, or success of a product or design.



# Knowing more and remembering more at St Joseph's



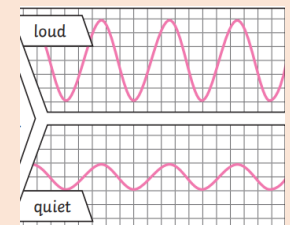
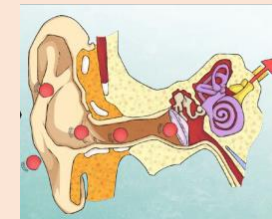
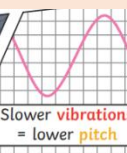
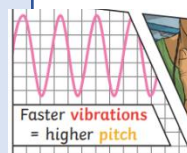
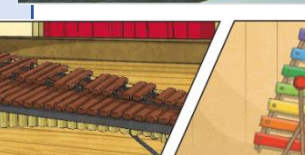
## Geography - The Paris Basin

### Key Vocabulary:

- **Paris Basin:** A special area in France known for its rocks, farms, and history.
- **Ile de France:** Flat land in the middle of the Paris Basin, famous for growing crops.
- **Granary of France:** A nickname for the region where lots of French cereals are grown.
- **Intensive Farming:** Farming that needs lots of work and gives lots of crops in a small space.
- **Market Gardening:** Growing lots of fruits, vegetables, and flowers to sell.
- **Dairy Farming:** Farming that makes milk and cheese.
- **Continental Climate:** Weather with different seasons - cool winters and warm summers.
- **Erosion:** Rocks and soil being washed away by nature.
- **Escarpments:** Steep slopes in the landscape.
- **Geological Depression:** Low area of land between higher areas.

### Key Questions:

- What is the Paris Basin known for?
- Which term describes farming that requires a lot of work but produces many crops in a small area?
- Why is the Ile de France famous?
- What type of farming produces milk and cheese?
- How would you describe a continental climate?
- What causes erosion in the landscape?
- What are escarpments?
- What is the main feature of a geological depression?
- Why did factories become important in the Paris Basin in the 19th century?
- What is the purpose of the River Seine in the Paris Basin?



## Science - Sound

### Key Vocabulary:

- **Vibrations** - Quick back and forth movements
- **Soundwave** - Pattern of sound moving through the air
- **Pitch** - How high or low a sound is
- **Loudness** - How quiet or loud a sound is
- **Amplitude** - Strength or height of a soundwave
- **Particles** - Tiny pieces that make up all matter
- **Medium** - Material sounds travel through
- **Investigation** - A scientific explore
- **Distance** - Space between two points
- **Volume** - How loud a sound is
- **Absorbing** - Soaking up sound
- **Vibrating** - Quickly moving to make sound
- **Vacuum** - An empty space with no particles

### Key Questions:

- How are sounds made?
- What is the importance of understanding high and low sounds?
- Why do different materials soak up sound differently?
- How do movements create different types of sounds?
- What factors affect how sound moves?
- Why is it important to use scientific words when talking about sound?
- How can we protect our ears from loud sounds?
- What role does sound play in communication?
- How can we measure the highness of a sound?
- What are the practical uses of understanding sound-blocking materials?





English:

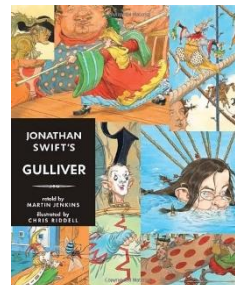
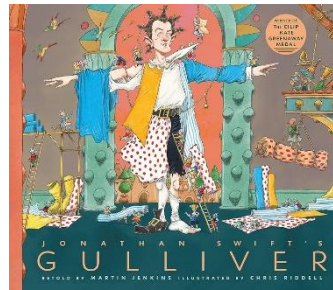
### Gulliver - Martin Jenkins and Chris Riddell

#### Key Vocabulary

- **Journeys** - Trips made by sea or land with a special reason.
- **Imaginary** - Things that exist in the mind but not in reality.
- **Explorer** - A person who travels to find out about new places.
- **Traveller** - Someone who goes on trips, especially to faraway places.
- **Leaflet** - A small book with information on one topic.
- **Poster** - A big picture or notice for everyone to see.
- **Logbook** - A book where notes about a trip are kept.
- **Satire** - Using humour or exaggeration to show people's mistakes or vices.

#### Timeline of Important Events or Concepts

1. Introduce Gulliver's Travels.
2. Describe characters.
3. Create posters.
4. Explore Gulliver's adventures.
5. Make leaflets.
6. Write logbook entries.
7. Create imaginary lands.
8. Write a story about the imagined land.
9. Get feedback from peers.



#### Links to Useful and Reliable Websites

- [British Library: Gulliver's Travels Overview](#)
- [Teachit Primary: Gulliver's Travels Resources](#)
- [Literacy Trust: Gulliver's Travels Read-Aloud Guide](#)

#### Interesting Facts

- Jonathan Swift's Gulliver's Travels is a book that talks about human nature in a funny way - 'satire'.
- Chris Riddell's drawings in the book make the story more exciting.
- Gulliver's Travels has been made into films and TV shows.

By the end of this topic, and using year group specific grammar elements, Year 4 students should:

- Understand key vocabulary related to Gulliver's Travels and writing genres.
- Summarise Gulliver's journey and adventures in the story.
- Apply persuasive writing techniques in creating posters and leaflets.
- Compose logbook entries from the perspective of a character.
- Develop an imaginary land and craft a narrative story set in that land.



English:

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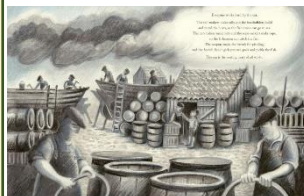
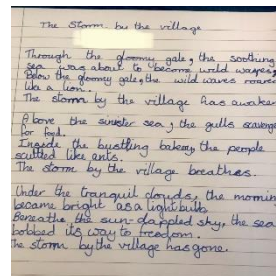
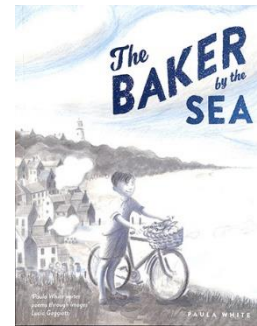
### 'The Baker By the Sea' - Paula White

#### Key Vocabulary

- **Community:** A group of people living in the same place or having a particular characteristic in common.
- **Aspirations:** Hopes or ambitions for the future.
- **Relationships:** The way in which two or more people or things are connected, or the state of being connected.
- **Roles:** The function assumed, or part played by a person or thing in a particular situation.
- **Seaside:** The land along the edge of the sea or ocean.
- **Historic:** Something famous or important in history.
- **Crisis:** A time of intense difficulty or danger.
- **Tourist Brochure:** A publication used to advertise a tourist destination, providing information and enticing visuals.

#### Timeline of Important Events or Concepts

1. Session 1-3: Classroom transformed into a baker's shop, make Hot Coconut Buns.
2. Session 4-5: Job application and becoming part of the community.
3. Session 6-7: Learning about historic jobs in the community.
4. Session 8-10: Drama activity at a job fayre exploring different community roles.
5. Session 11-12: Dealing with the Great Flood crisis and council meeting discussion.
6. Session 13-15: Planning, drafting, editing and publishing tourist brochures.



#### Useful and Reliable Websites

- <https://www.penguinrandomhouse.com/books/569911/the-baker-by-the-sea> - Publisher's page with information on the book.
- <https://www.goodreads.com/book/show/40123987-the-baker-by-the-sea> Goodreads page with reviews and additional information.

#### Interesting Facts

- Seaside communities often have a strong sense of togetherness and reliance on one another for support.
- Historic jobs such as blacksmiths, boatbuilders, and bakers were essential in traditional villages.
- The concept of a job fair dates back centuries and served as a way for communities to come together and exchange skills.
- The Great Flood mentioned in the story symbolises a test of community resilience and problem-solving.

By the end of this topic, and using year group specific grammar elements, Year 4 students should:

- Understand the importance of community and working together towards common goals.
- Identify different roles within a community and how they contribute to its functioning.
- Demonstrate an understanding of historic jobs and how they have evolved over time.
- Create a detailed tourist brochure showcasing the attractions of a seaside village.
- Reflect on their own aspirations for the future and the roles they may play in a community.

