

	Music	Art and Design	Design Technology	Computing
Programme of Study	<p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.</p> <p>Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.</p> <p>Listen with attention to detail and recall sounds with increasing aural memory.</p> <p>Improvise and compose music for a range of purposes using the interrelated dimensions of music.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p><b>Health and Relationships Education</b> - Know that for most people the internet is an integral part of life and has many benefits.</p> <p>Y4 Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p> <p>Know that for most people the internet is an integral part of life and has many benefits.</p> <p>Know how information and data is shared and used online.</p>
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Year 4 Learning Intention (skills)	<p>Sing songs accurately, both solo and as part of an ensemble.</p> <p>Compare and evaluate different genres of music using appropriate musical vocabulary.</p> <p>Describe how different instruments are used throughout a piece of music to add interest and meaning.</p> <p>Play and create repeated rhythmic patterns.</p> <p>Play or sing music from notation and memory, with increasing accuracy, fluency, control and expression.</p>	<p>Use clay to create a detailed 3-D form.</p> <p>Give constructive feedback to others about ways to improve a piece of artwork.</p>	<p>Choose from a range of materials, showing an understanding of their different characteristics.</p> <p>Use annotated sketches and exploded diagrams to test and communicate their ideas.</p>	<p>Use digital technology in different ways in the classroom, home and community to achieve a set goal.</p>

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Year 4 Knowledge	<p>Solo singing is singing alone. Accurate solo singing includes good timing, note memory and accurate pitching of notes. Ensemble singing is singing in a group. Accurate ensemble singing includes the ability to listen to others, sing at the same volume as them, and follow the signals and instructions of a conductor.</p> <p>Genres of music include baroque, romantic, classical, blues, gospel, reggae, rock, samba, country, pop, folk, and world music. Each genre has its own distinguishing features: the use of instruments; structure of the music; inclusion of typical rhythms, harmonies, tempi and dynamics; date of composition and style of performance.</p> <p>Instruments include strings, such as violins; brass, such as trombones; woodwind, such as clarinets and percussion, such as drums. Composers choose instruments for the timbre, pitch and sounds that they can create, to replicate and represent objects, animals, mood and feelings.</p> <p>One type of rhythmic pattern is an ostinato. An ostinato is a short melody that is played over and over again. A rhythmic ostinato is a short, constantly repeated rhythmic pattern.</p> <p>Identifying the pitch and length of notes, observing rests and responding to dynamic marking, such as <i>p</i> or <i>f</i> will increase the accuracy, fluency, control and expression of a performance.</p>	<p>Techniques used to create a 3-D form from clay include coiling, pinching, slab construction and sculpting. Carving, slip and scoring can be used to attach extra pieces of clay. Mark making can be used to add detail to 3-D forms.</p> <p>Constructive feedback highlights strengths and weaknesses and provides information and instructions aimed at improving one or two aspects of the artwork, which will improve the overall piece.</p>	<p>Different materials and components have a range of properties, making them suitable for different tasks. It is important to select the correct material or component for the specific purpose, depending on the design criteria. Recipe ingredients have different tastes and appearances. They look and taste better and are cheaper when in season.</p> <p>Annotated sketches and exploded diagrams show specific parts of a design, highlight sections or show functions. They communicate ideas in a visual, detailed way.</p>	<p>Digital technology can be used in different ways and settings to achieve a specific goal, such as using data collection in the community and home to answer a classroom based question.</p>