



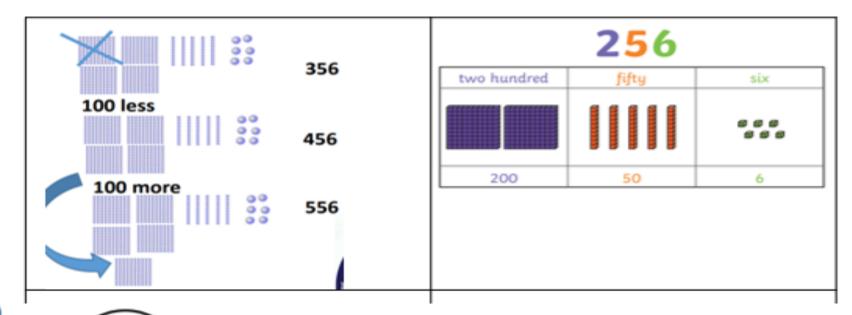
# **Autumn Term** Knowledge Organisers Year 3 / 4

# Year 3 – Autumn Block 1- Place Value

90

# Place value is the value of each digit in a number.





Vocabulary

equal	represents
partition	whole
less than	estimate
greater than	equivalent
tens	ones
hundreds	multiples
divide	division
multiply	inverse



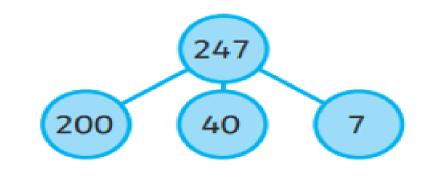
91 =

# Counting in 4s and 8s





Hundreds	Tens	Ones
100 100	10 10 10 10 10 10	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1



# How do you know this?

I think this because ...

The strategy I used was ...

I agree with the answer because ...

I disagree with the answer because ...

I can prove it by ...

I can model it by ...

If the numbers were larger then ...

I decided on this strategy because ...

# Year 3 - Spring-Multiplication and Division

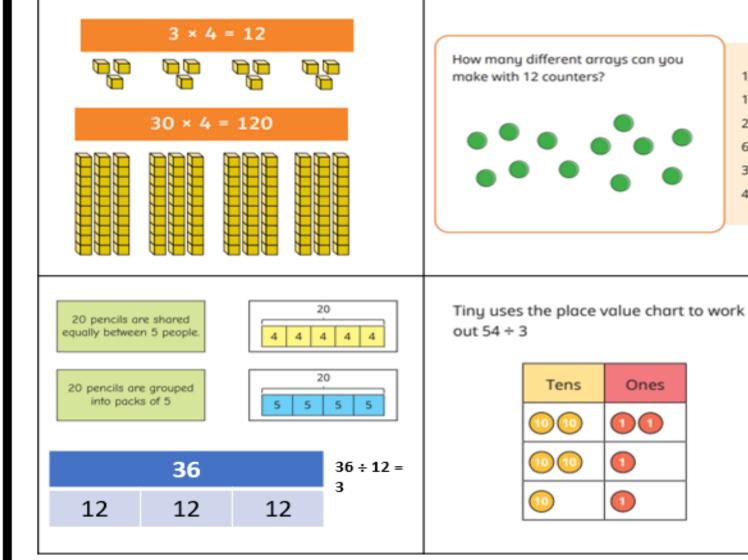
# Multiplication is combining multiple groups of a number. Division is the process of breaking a number up into equal parts,

Ones

00

1 × 12 12 × 1





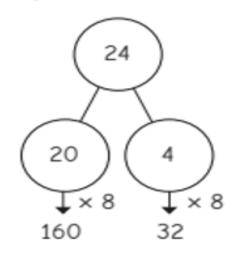
# Vocabulary

represents	equal
equivalent	altogether
multiple	group
greater	array
sharing	columns
total	divided
partition	rows
product	times

										_
1	2	3	4	5	6	7	8	9	10	
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	,
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	



# No uses a part-whole model to work out $24 \times 8$



$$160 + 32 = 192$$
  
 $24 \times 8 = 192$ 

# How do you know this?

I think this because ...

The strategy I used was ...

I agree with the answer because ...

I disagree with the answer because ...

\_\_ has been shared equally into \_\_\_

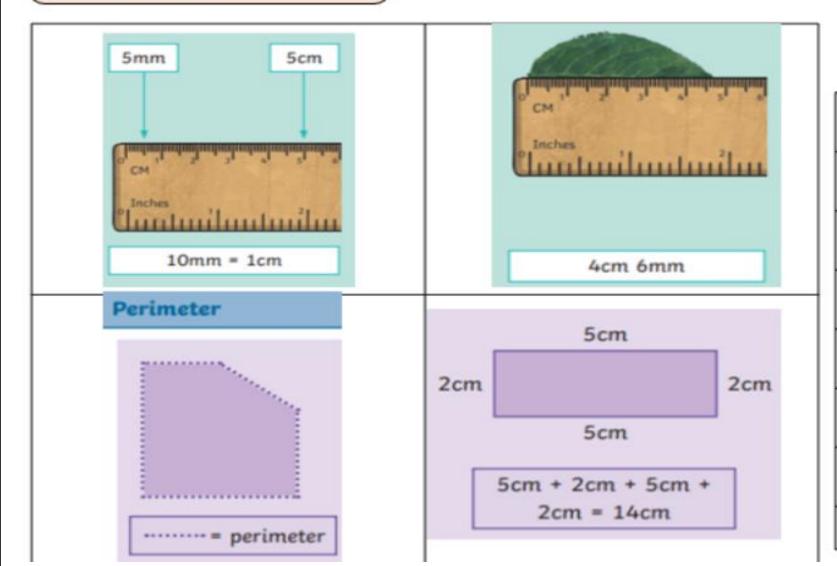
equal groups

The question is sharing/grouping

because...

# Year 3 – Spring- Length and Perimeter





# Vocabulary

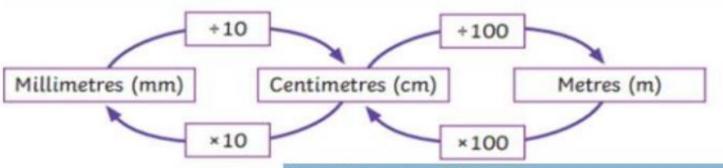
numerator	equal
denominator	measure
equivalent	calculate
millimetres	centimetres
horizontal	vertical
interval	share
lengths	units
compare	comparisons

# Equivalent Length



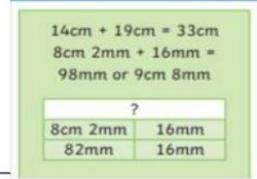


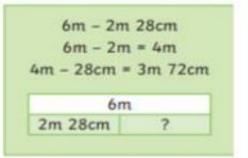
# 10 millimetres = 1 centimetre



317cm			
300cm 17cm			
3m 17cm			
3m 17cm			

# Add and Subtract Lengths





# How do you know this?

I think this because ...

The strategy I used was ...

I agree with the answer because ...

disagree with the answer because ...

has been shared equally into \_

equal groups

The question is sharing/grouping

because...

# Year 3 - Fractions





# Numerator

How many equal parts of the whole are needed?

## Denominator

How many equal parts are in the whole?





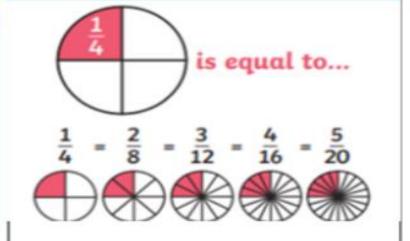
# Vocabulary

numerator	denominator
equivalent	unit
Non-unit	scales
order	equal
ascending	descending
quarters	halves
diagram	diagonal

# **Equivalent Fractions**



$$\frac{1}{2} = \frac{2}{4} = \frac{3}{6} = \frac{4}{8} = \frac{5}{10} = \frac{6}{12}$$



# Year 3 – Spring- Mass and capacity



Scales can be used to measure grams.

A gram is a unit of measurement that is used to measure the mass of something.

Grams can be written as g.



1000g = 1kg

1000ml = 1l

Capacity is the amount of liquid a container can hold.

Volume is how much liquid is in the container.

To compare capacities, we can use the word 'full'.

# Vocabulary

equal	equivalent
measure	mass
volume	compare
capacity	volume
value	interval
comparison	kilograms
grams	group

# Add and Subtract Mass



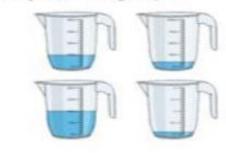




A kilogram is a unit of measurement that is greater than a gram. It is also used to measure the mass of something.

Kilograms can be written as kg.

Heaving containers all have different expecities



# How do you know this?

I think this because ...

The strategy I used was ...

I agree with the answer because ...

I disagree with the answer because ...

\_\_ has been shared equally into \_

equal groups

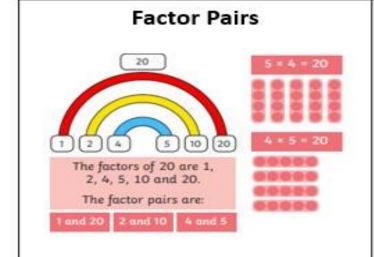
The question is sharing/grouping

because...

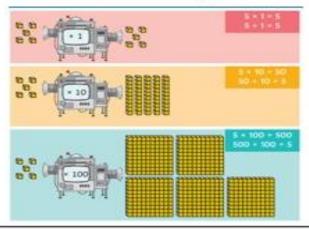
# Year 4 – Autumn and Spring Term

# Multiplication and Division (A and B)





# Using Place Value to Multiply and Divide Mentally



# Vocabulary

multiply	divide
groups of	lots of
times	share
remainder	factor
multiple	product

# Formal Multiplication Method

Th	Н	Т	0	
	5	4	3	
×			4	
		1	2	(4 × 3)
	1	6	0	(4 × 40)
2	0	0	0	(4 × 500)
2	1	7	2	

Th	Н	Т	0
	5	4	3
×			4
2	1	7	2
	1	1	

Remember to move any regrouped numbers into the next column. After the next multiplication, add the regrouped number to the answer.

×	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4			10	12	14	16	18	20	22	25
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4		12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	86
8	8	16	24	32	40	48	56	64	72	80	88	95
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	86	94	108	120	132	244



# How do you know this?

I think this because ...
The strategy I used was ...

I agree with the answer because ... I disagree with the answer because

...

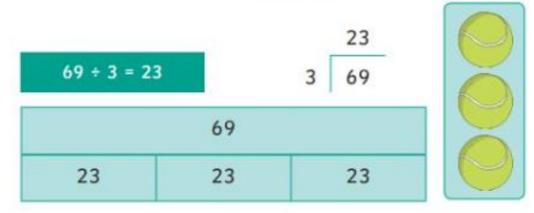
I can prove it by ...

I can model it by ...

If the numbers were larger then ...
I decided on this strategy because

. . .

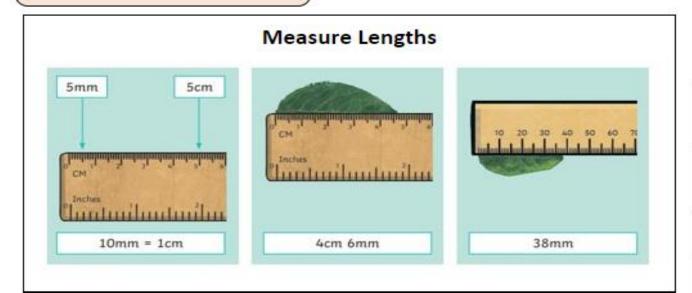
# **Short Division**



# Year 4 – Spring Term

# Length and Perimeter

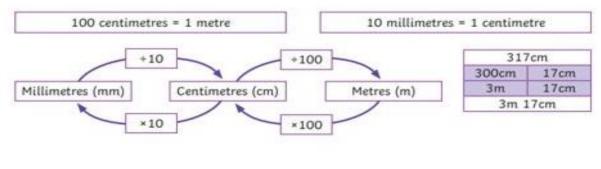




# Vocabulary

meter (m)	centimetre (cm)
millimetre (mm)	height
length	width
perimeter	

# **Equivalent Lengths**





# Comparing Lengths

6mm < 6cm 6cm = 60mm 6mm is shorter than 6cm

320cm > 2m 6cm 320cm > 200cm + 60cm 320cm is longer than 2m 60cm

98mm < 12cm 3mm 98mm < 120mm + 3mm 98mm is shorter than 12cm 3mm

# How do you know this?

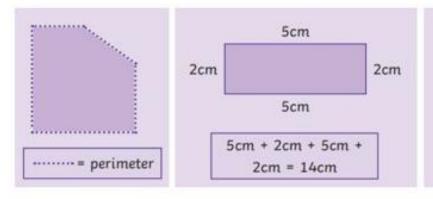
I think this because ...
The strategy I used was ...
I agree with the answer because ...

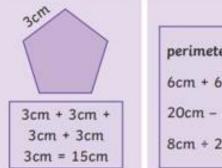
I disagree with the answer because

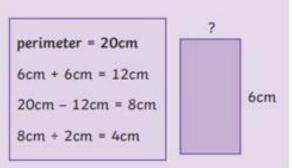
... I can prove it by ...

I can model it by ...
If the numbers were larger then ...
I decided on this strategy because

# Perimeter







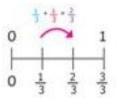
# **Number: Fractions**

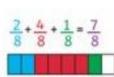


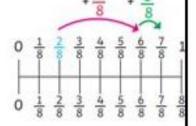
# Vocabulary

# Fractions can be added when the denominators are the same





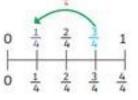




# Fractions can be subtracted when the denominators are the same



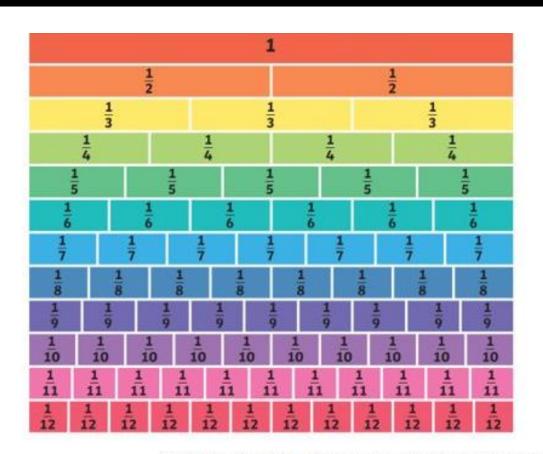




$$\frac{8}{6} - \frac{5}{6} = \frac{3}{6}$$



numerator	denominat or
Unit fraction	Non-unit fraction
equivalent	Part
whole	Half
Third	Quarter
Fifths	Sixths
Eighths	Tenth (





# How do you know this?

I think this because ...

The strategy I used was ...

agree with the answer because ...

disagree with the answer because ...

I can prove it by ...

I can model it by ...

If the numbers were larger then ...

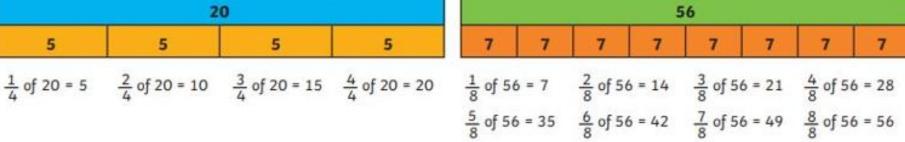
I decided on this strategy because ...

To find a fraction of a number, divide by the denominator and multiply by numerator.

# To find quarters of 20:

# 20

# To find eighths of 56:





# Year 3 /4— Why do we have cities?





Name of the City	Number of people living in the city
London	7.2 Million
Birmingham	992, 000
Glasgow	560, 000
Newcastle upon Tyne	259, 000
Plymouth	240, 000
York	182, 000
Durham	8,7000
St David's	2, 000

settlement	city	factory	office	function
urban	population	land use	rural	environment
Satellite image	OS map	symbol	inhabitant Activa	environmental ate Windo

Go to Settings to activ

Name of the city	What happens in this city?
London	London is the capital city of the UK and is located on the River Thames. It was founded by the Ancient Romans
	who wanted a port. London is where the UK Parliament is located and where the offices of the
	Government can be found. It is also where the Queen has her home. London is the world's most-
	visited city. London has more banks than anywhere else in the world as well as many offices and shops.
Birmingham	Birmingham began as a camp for Roman soldiers and then is grew into a market town. Birmingham became a
	city because it was a very important place for making things from iron and steel. Birmingham was
	famous as the place where many cars and Cadbury's chocolate was made. Today it is a busy city with many restaurants and offices.
Glasgow	Glasgow used to be a port where many goods left or came into the UK. It is located on the River Clyde. It
	was theplace where hundreds of ships were built and repaired each year. Now it is well known for its
	music, art and science.
Newcastle upon Tyne	Newcastle-upon-Tyne began its history as a Roman fort defending Hadrian's Wall. It is located on the River
	Tyne. Newcastle is now a University City. It is a very important city for making computer software and
	renewable energy. It used to be an important port and place where ships were made.
Plymouth	Plymouth began as a Bronze Age settlement. It is located on the River Tamar and the River Plym. It has a busy
	port and the Royal Navy has many ships in the docks in Plymouth.
York	York was first settled by the Ancient Romans in 71AD as a place for the army to have a fort. It is located on the
	River Ouse. It has a famous church called the Minster and a big University. It is a very popular place for tourists to visit and has many offices and shops.
Durham	Durham was first settled by the Anglo Saxons for farming. It is located on the River Wear. It has a world famous
	Cathedral and University. It used to be a place for pilgrims to visit and was an important market
	town. Today it is important for science and learning and is popular with tourists.
\$t David's	St David's is the UK's smallest city. It is located on the River Alun. It has a famous cathedral and used to be a
	place that pilgrims visited. Today is popular with tourists.



# produce light, usually by burning (e.g. the Sun) or

Shadows are caused when certain materials block light

# Year 3 Science Knowledge Organiser Physics - Light

Key Vocabulary	l .
light	A form of energy that travels in a wave from a source.
light source	An object that makes its own light.
dark	Dark is the absence of light.
reflection	The process where light hits the surface of an object and bounces back into our eyes.
reflect	To bounce off.
reflective	A word to describe something which reflects light well.
ray	Waves of light are called light rays. They can also be called beams.

Mirrors reflect light they SO a clear image. An image in a mirror appears to be reversed. For example, if you look in a mirror and raise your right hand, the mirror image appears to raise its left hand.

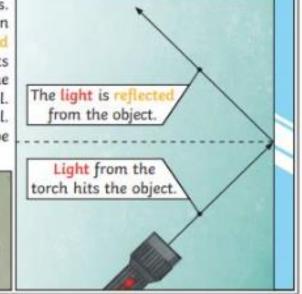


We need light to be able to see things. Light travels in a straight line. When light hits an object, it is reflected (bounces off). If the reflected light hits our eyes, we can see the object. Some

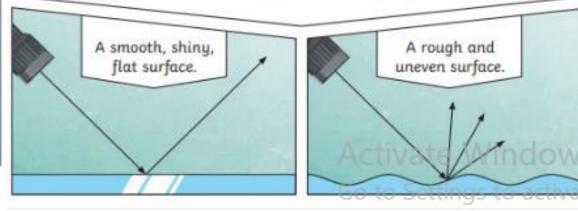
surfaces and materials reflect light well. Other materials do not reflect light well. Reflective surfaces and materials can be

very useful...

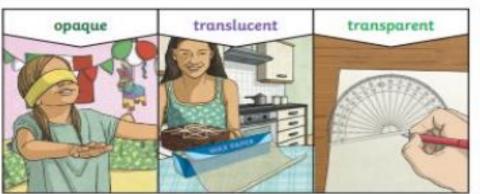


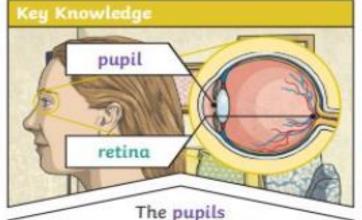


The surfaces that reflect light best are smooth, shiny and flat.



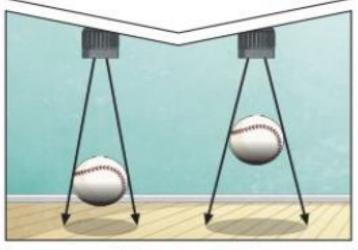
Key Vocabulary			
pupil	The black part of the eye which lets light in.		
retina	A layer at the very back of the eye.  The retina takes the light the eye receives. It then changes it into nerve signals to send to the brain.		
shadow	An area of darkness where light has been blocked.		
opaque	Describes objects that do not let any light pass through them.		
translucent	Describes objects that let some light through, but scatter the light so we can't see through them properly.		
transparent	Describes objects that let light travel through them easily, meaning that you can see through the object.		

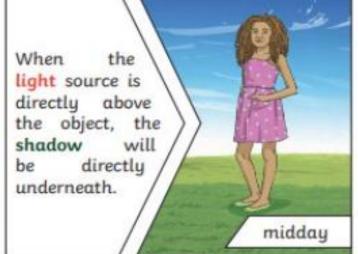




control the amount of light entering the eyes. If too much light enters, then it can damage the retina. To help protect the eyes, you can wear a hat with a wide brim and sunglasses with a UV rating.

A shadow is caused when light is blocked by an opaque object. A shadow is larger when an object is closer to the light source. This is because it blocks more of the light.





When light source is to one side an object, the shadow will appear on the opposite side. The shadow also will be longer Sunset



# COMPUTING: PROGRAMMING KNOWLEDGE ORGANISES

Year 4 Spring



#### Overview

#### Repetition in Shapes

- Programming is when we make a set of instructions for computers to follow.
- Logo is a text-based program that we can use in order to create shapes and patterns.
- We use algorithms (a set of instructions to perform a task) which we can plan, model and test, in order to create accurate and imaginative shapes and patterns.

## The Basics of FMS Logo

- -What is FMS Logo? Logo is a text-based programming language, where we can type commands which are then drawn on the screen.
- Logo helps us to learn how to use programming language. whilst also being creative and using problem-solving skills.

# STREET, SQUARE,

#### The Display:



#### Basic Commands:

-FD: Forwards, Always followed by a space and the number of steps, e.g. FD 50 -BK: Backwards, As above, e.a. BK 50 -LT: Left turn. Always followed by a space and then the degrees to turn, e.g. LT 90 -RT: Right turn. As above, e.g. RT 90 -CS: Clears any pen marks on your screen and gets the turtle back to the centre. PU: Stops turtle from leaving a pen trail.

-PD: Makes turtle leave a pen trail again.

## **Programming Patterns**

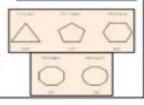
- -Patterns: Patterns are things that repeat in a logical way. In everyday life, patterns are everywhere!
- -Patterns in Logo: Instead of typing in the code to create each individual shape, we can save time by repeating a sequence of instructions. We use the 'repeat' function.
- Repeat: Type the command 'repeat' this repeats commands a set number of times. The number following repeat is the number of times to repeat the code, and the code to be repeated is in square brackets, e.g. repeat 4 [FD 100 LT 90]

The above code will repeat FD 100 LT 90 four times.

-Creating Shapes and Loops: To make shapes, we need to know the angles of corners of different shapes (see right). Using the repeat function with shapes can help us to make spirals.







## Sequencing and Algorithms

- A sequence is a pattern or process in which one thing follows another.
- We design algorithms (sets of instructions for performing a task) to help us program the sequence that we require to achieve our desired outcomes.
- -Programming is

the process of keying in the code recognized by the computer (using your algorithm).

## **Trialling and Debugging**

 Programmers do not put their computer programs straight to work. They trial them first to find

any errors:



- -Sequence errors: An instruction in the sequence is wrong or in the wrong place.
- -Keying errors: Typing in the wrong code.
- Logical errors: Mistakes in plan/thinking.
- -If your algorithm does not work correctly the first time, remember to debug it.

## Important Vocabulary

Programming Logo Turtle Code Algorithm Pattern Debugging Commands Cursor Sequence



# LKS2 Online Safety



# What should I already know about privacy?

- Remember: we never share our full name with anyone online.
- Things like where we live or where we go to school should never be shared with strangers.
- Never share your passwords with other people.



What should I already know about age restrictions?





# Privacy: Stay Safe. Be SMART!

Stay

Safe

Don't give out your

personal

information to

people / places

you don't know.

- Be careful. Information you put online may be seen and used by others.
- Rather than use your name, use an alias (maybe your favourite cartoon character) for public profiles.
- Be careful. Never share your home address. This is because people online may not be who they say they are.
- Ask a trusted adult to ensure your privacy settings are on so your location and profile are not public.
- NEVER meet up with someone you've be in contact with online



Has Lola been SMART and stayed safe? What advice would you give and why?



Be SMART: make sure you're safe with privacy settings ON and tell a trusted adult if you are worried.

# Knowledge Organiser - Let Your Spirit Fly - Year 3, Unit 1

# 1 - Listen & Appraise: Let Your Spirit Fly (RnB)

Structure: Introduction, verse, chorus.

Instruments/voices you can hear: Male and female voices, bass, drums, guitar, keyboard, synthesizer.

Find the pulse as you are listening: Dance, clap, sway, march, be an animal or a pop star.

2 - Musical Activities using glocks and/or

recorders

**Warm-up games** play and copy back using up to 2 notes – C + D.

Bronze: no notes | Silver: C, sometimes D | Gold: C + D challenge.

Which challenge did you get to?

Singing in 2 parts.

Play instrumental parts with the song by ear and/or from notation using the easy or medium part. You will be using up to 3 notes – C, D + E. Which part did you play?

Improvise using up to 3 notes - C, D + E.

Bronze: C | Silver: C, sometimes D | Gold: C, D + E challenge.

Which challenge did you get to?

Compose a simple melody using simple rhythms choosing from the notes C, D + E or C, D, E, F + G.

## 3 — Perform & Share

Decide how your class will introduce the performance. Perhaps add some funky dance moves? Tell your audience how you learnt this song and why. Record the performance and talk about it afterwards.

The performance will include one or more of the following:

Improvisations • Instrumental performances • Compositions





#### About this Unit

Theme: RnB and other musical styles.

**Facts/info:** RnB is a mixture of Soul, Hip Hop and Gospel music. Other RnB singers include Beyoncé, Usher, Rihanna and Stevie Wonder.

## Listen to 4 other songs/pieces:

- Colonel Bogey March by Kenneth Alford (Film)
- Consider Yourself from the musical 'Oliver!' (Musicals)
- Ain't No Mountain High Enough by Marvin Gaye (Motown)
- You're The First, The Last, My Everything by Barry White (Soul)

**Vocabulary:** Structure, introduction, verse, chorus, improvise, compose, pulse, rhythm, pitch, tempo, dynamics bass, drums, guitar, keyboard, synthesizer, hook, melody

## Reflection

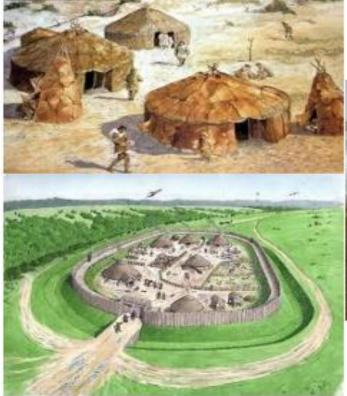
What did you like best about this Unit? Why? Was there anything you didn't enjoy about it? Why?

Did you have any strong feelings about it? Were you proud of yourself, happy or annoyed?

What are the 'style indicators' of RnB music? How do you know this as RnB music? Vindows.

# Stone Age to Iron Age

Many things have changed in Britain in history including the materials we use. Starting with stone, then bronze and then iron, tools and technologies have changed. This is why we live the way we do now.



# Key words

- Stone Age
- Bronze Age
- Iron Age
- Source
- B.C. (Before Christ)

- A.D. (Anno Domini)
- Hunter-gatherer
- Settlement

Stone Age tools



Skara Brae







13,000 B.C.	Cave paintings begin to be made.
4,500 – 3,500	Farming starts and begins to spread.
B.C.	
4,500 – 3,500	The first pottery is made and used.
B.C.	
4,000 - 3,000	People start to ride and use horses for work.
B.C.	
2,500 B.C.	Metal starts to be used
1,800 B.C.	The first copper mines are dug.
1,200 - 800 B.C.	Tribal kingdoms begin to appear.
1,200 – 800 B.C.	Metal tools are made and used.
800 – 700 B.C.	The first hill forts are made.
700 – 500 B.C.	Iron becomes a popular material.
100 B.C.	Coins are made and used for the first time.
A.D. 43	The Romans invade Britain which ends the Iron Age.

