

Y4 - Geography Knowledge Organiser – Greece is the word!

Where is Greece?

- Greece is a country in south-eastern Europe.
- It borders a number of countries, including Albania, Turkey, Bulgaria and Macedonia.
- It also has a large coastline on the Mediterranean Sea.
- Greece covers an area of 131,957 sq. km. It is the 15th largest European country by area.
- About 10.8 million people live in Greece. The capital city is Athens.
- Greece has around 6,000 islands, although only around 227 of these are inhabited.



Human Geography.

Greece has a long and rich history, and a culture which has developed over thousands of years from the time of the Ancient Greeks. Its warm climate also makes it a popular holiday destination for people from across the world.

Population		-The population of Greece is around 10.8 million people. This makes it the fourteenth most populous country in Europe. The population density is 82 people per square kilometre. This is the 30 th highest population density in Europe.
Settlements		-The most populous and capital city of Greece is Athens. It has a population of over 3 million people. Other large settlements include Thessaloniki, Patra, Piraeus and Larisa. Most settlements were founded around the coast, as Greeks historically were seafaring people.
Economic Activity		-Greece is a part of the European Union and its currency is the Euro. Greece has suffered many financial problems in recent years, and have had to be helped by other countries. Tourism is a large source of income for Greece.
Resources/ Trade		-Greece have many natural resources, and are a large trader of petroleum products. In terms of food, Greece exports high quantities of fresh fish, olive oil, tomato-based products and wine.

Physical Geography.

- Greece is one of the most mountainous countries in Europe. The northern mainland region is the most mountainous. The highest peak is Mt Olympus, which is 2,917m high.
- Greece also contains thousands of islands in the Aegean, Ionian and Mediterranean Seas. The largest island is Crete.
- Greece has a warm and sunny climate. The temperature averages around 33°C in summer and 14°C in winter.
- Rainfall is heaviest in the northern mountains. Some islands receive very little yearly rain.
- The longest river entirely in Greece is Haliakmon, which is about 185 miles long.
- There are many volcanoes. The most famous are those of Santorini, Kos, Milos and Nisyros.
- Lakes of a large size include Trichonis, Vegoritis and Volvi.

Science Knowledge Organiser – Year 4 Biology: Living things and their habitats

Previous knowledge.

- To be able to explore and compare the differences between things that are living, dead, and things that have never been alive
- To be able to identify that most living things live in habitats to which they are suited
- To be able to understand how animals and their habitats depend on each other
- To be able to identify and name a variety of plants and animals in their habitats

Life Processes

To stay alive and healthy, all living things need certain conditions that let them carry out the seven **life processes**:

- Movement
- Respiration
- Sensitivity
- Growth
- Reproduction
- Excretion
- Nutrition

What I will learn in this unit.

- To be able to recognise that living things can be grouped in a variety of ways
- To be able to explore and use classification keys to help group, identify and name a variety of living things
- To be able to recognise that environments can change and that this can sometimes pose dangers to living things.

Changes to an **environment** can be natural or caused by humans. Changes to an **environment** can have positive as well as negative effects. Here are some examples of things that can change an **environment**.

- | | | | |
|----------------|---|-------------------|--|
| Natural | <ul style="list-style-type: none"> • earthquakes • storms • floods • droughts • wildfires • the seasons | Human-Made | <ul style="list-style-type: none"> • deforestation • pollution • urbanisation • the introduction of new animal or plant species to an environment • creating new nature reserves |
|----------------|---|-------------------|--|

Plants and animals rely on the **environment** to give them everything they need. Therefore, when **habitats** change, it can be very dangerous to the plants and animals that live there.

Word	Definition
organism	This means 'living thing'
conservation	prevention of wasteful use of a resource
characteristics	The distinguishing features or qualities that are specific to a species
environment	An environment contains habitats and these include living and non-living things
species	A type/sort of living thing
kingdoms	Living things are divided into five different categories' depending on their characteristics
specimen	A particular plant or animals that sciences study to find out more about its species
classification	A way to sort or group things by their properties or features
extinct	When a species has no more members alive on the planet
endangered species	A plant or animals where there are not many of the species left and there is concern they may become extinct

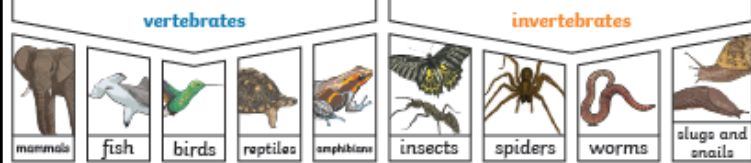
Mammals FISH



Scientist study: George Cuvier (1769 - France)

All things must pass. The idea that a species could go extinct is a relatively new one, it first proposed by anatomist **Georges Cuvier** in Paris in 1796. He developed his **theory of catastrophes**. While studying bones of animals he discovered bones of animals that no longer existed. He concluded that a catastrophe can occur and that new species evolve only after that.

Animals can be grouped in lots of different ways based upon their **characteristics**.

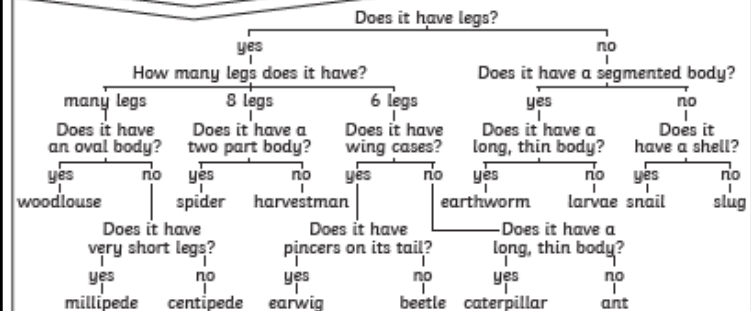


Vertebrates can be separated into five broad groups.

You could sort **invertebrates** you might see around school in different ways, such as in this example. The vast majority of living things on the planet are **invertebrates**.

You can use **classification keys** to help group, identify and name a variety of living things. Here is an example of a **classification key**:

Invertebrate Classification Key



Unit: 4.2 – Online Safety

Key Learning

To understand how children can protect themselves from online identity theft.

Understand that information put online leaves a digital footprint or trail and that this can aid identity theft.

To identify the risks and benefits of installing software including apps.

To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.

To identify appropriate behaviour when participating or contributing to collaborative online projects for learning.

To identify the positive and negative influences of technology on health and the environment.

To understand the importance of balancing game and screen time with other parts of their lives.

Key Vocabulary

Computer virus – A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.

Cookies – A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.

Copyright – When the rights to something belong to a specific person.

Digital footprint – The information about a person that exists on the Internet as a result of their online activity.

Email – Messages sent by electronic means from one device to one or more people.

Identity theft – When a person pretends to be someone else.

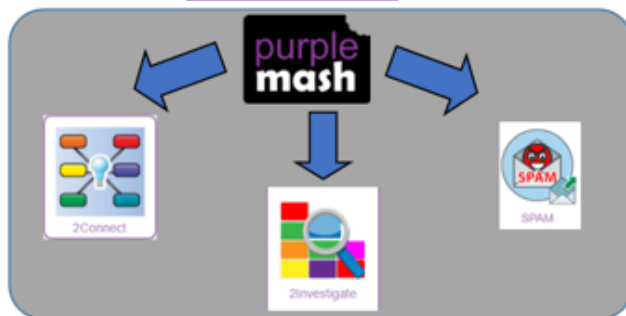
Malware – Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.

Phishing – Practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards numbers.

Plagiarism – When you use someone else's words or ideas and pass them off as your own.

Spam - Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.

Key Resources



You Cards: all the multiplication facts of 6

0	x 6	=	0	=	6 x 0
1	x 6	=	6	=	6 x 1
2	x 6	=	12	=	6 x 2
3	x 6	=	18	=	6 x 3
4	x 6	=	24	=	6 x 4
5	x 6	=	30	=	6 x 5
6	x 6	=	36	=	6 x 6
7	x 6	=	42	=	6 x 7
8	x 6	=	48	=	6 x 8
9	x 6	=	54	=	6 x 9
10	x 6	=	60	=	6 x 10
11	x 6	=	66	=	6 x 11
12	x 6	=	72	=	6 x 12

If I know... then I also know...

The digit sum of multiples of 6 is 3, 6 or 9

All multiples of 6 are even numbers.

You Cards: all the multiplication facts of 9

0	x 9	=	0	=	9 x 0
1	x 9	=	9	=	9 x 1
2	x 9	=	18	=	9 x 2
3	x 9	=	27	=	9 x 3
4	x 9	=	36	=	9 x 4
5	x 9	=	45	=	9 x 5
6	x 9	=	54	=	9 x 6
7	x 9	=	63	=	9 x 7
8	x 9	=	72	=	9 x 8
9	x 9	=	81	=	9 x 9
10	x 9	=	90	=	9 x 10
11	x 9	=	99	=	9 x 11
12	x 9	=	108	=	9 x 12

multiple factor product

The digit sum of multiples of 9 is 9

An odd number multiplied by 9 gives an odd product.

You Cards: all the multiplication facts of 7

0	x 7	=	0	=	7 x 0
1	x 7	=	7	=	7 x 1
2	x 7	=	14	=	7 x 2
3	x 7	=	21	=	7 x 3
4	x 7	=	28	=	7 x 4
5	x 7	=	35	=	7 x 5
6	x 7	=	42	=	7 x 6
7	x 7	=	49	=	7 x 7
8	x 7	=	56	=	7 x 8
9	x 7	=	63	=	7 x 9
10	x 7	=	70	=	7 x 10
11	x 7	=	77	=	7 x 11
12	x 7	=	84	=	7 x 12

An odd number multiplied by 7 gives an odd product.

An even number multiplied by 7 gives an even product.

$64 \times 0 = 0$
The product of a number and zero is zero.

$64 \times 1 = 64$
The product of a number and 1 is the number itself.

64 ÷ 1 = 64
The quotient when dividing a number by 1 is the number itself.

$2997 + 6$
Bridging boundaries

$2997 + 3 = 3000$
 $3000 + 3 = 3003$

If I know $7 + 6 = 13$ then...

$3754 + 600$
Add multiples of ten and a hundred

$3754 + 300 = 4000$
 $4000 + 300 = 4300$
 $4300 + 54 = 4354$

total difference
ones
tens
hundreds
thousands

$3452 + 1999$
Round then adjust

Add 2000 then subtract 1

$3452 + 2000 = 5452$
 $5452 - 1 = 5451$

Stop and Look!
What do you notice?
What's the most efficient way?

Year 4 Term 2

$2300 - 800$
Bridging boundaries by counting back in efficient steps

$2300 - 300 = 2000$
 $2000 - 500 = 1500$

$1500 + 500 = 2000$
 $2000 + 300 = 2300$

$3995 - 4007$
Find the difference between two numbers


Count on 5 from 3995 to 4000, then 7 more so the difference between them is $5 + 7 = 12$

$3995 + 5 = 4000$
 $4000 + 7 = 4007$

$5451 - 1999$
Round then adjust

Take away 2000 then add 1

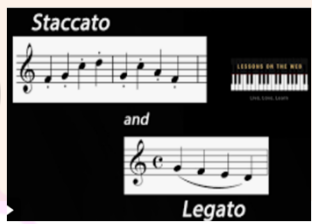
$5451 - 2000 = 3451$
 $3451 + 1 = 3452$
 $3452 + 1999 = 5451$

21 vingt et un	22 vingt-deux	23 vingt-trois	 C'est combien?	 un euro	 C'est super!
24 vingt-quatre	25 vingt-cinq	26 vingt-six	 J'ai...	 Je n'ai pas de...	 un CD
27 vingt-sept	28 vingt-huit	29 vingt-neuf	 un ballon	 une console	 une peluche
30 trente	 J'adore...	 Je déteste...	 une poupée	 J'aime...	 Je n'aime pas...

Which currency
is used in
France?



Which other
countries use
euros?



Detached = **Staccato**
Smooth = **Legato**

Music Knowledge Organiser
Rhythm and Pulse- **Duration** and **Tempo**
Year 4



Internalise
Keep it in your head.



LOUD = **forte** GETTING LOUDER = **crescendo**
QUIET = **piano** GETTING QUIETER = **decrescendo**

TEMPO = The speed of the beat

Allegro	Fast	
Adagio	Leisurely	

Getting faster = **Accelerando**
Getting slower = **Rallentando**

- To be able to keep a steady beat and keep in time within a piece of music and respond to changes in TEMPO with growing accuracy.
- To perform in unison or three simple parts and to hold their part (TEXTURE) with pulse, rhythm and ostinatos when chanting, singing and playing untuned instruments.
- To begin how many beats in the bar.
- To follow a leader and copy a rhythm, repeated pattern.
- To read and respond to rhythmic patterns following stick notation and begin to use note names
- To compose and invent their own 4 beat rhythmic patterns using stick notation and change in DYNAMICS of up to 8 to 12 beats.
- To use untuned instruments to accompany, play simple rhythms and keep the pulse.
- To improvise rhythm patterns as part of a class performance.

RHYTHM = a musical pattern that can be based on words.

- = **Crotchet** (Ta) = 1 beat
- = **Quavers** (Te - te) = 2 x 1/2 beats
- = **Crotchet rest** (Sshh) = 1 silent beat
- = **Minim** (Ta - a) = 2 beats

Texture
how many parts or layers of sound

solo, duet, or ensemble chords or counterpoint

♥ = Beat /Pulse

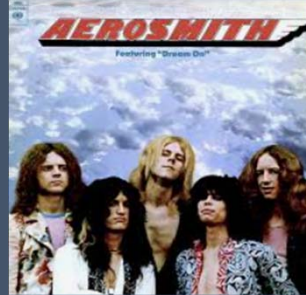
- = 4 ♥ in every bar
- = 3 ♥ in every bar
- = 2 ♥ in every bar

An **OSTINATO** is a repeated pattern

Unison = together



Music Knowledge Organiser Music Appreciation Year 4

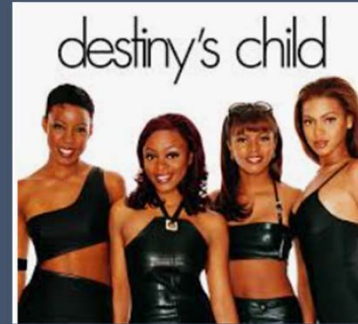


Rock Music

Rock music originated in America in 1940s.
Typical instruments are: Electric Guitar, bass, vocals, keyboard and piano.
Key characteristics: Strong beat, simple melody that repeats and lyrics linked to young people and their culture.

SEE PREVIOUS YEAR AS A REMINDER OF BASICS

To begin to identify Musical elements in their listening- changes in tempo, dynamics, texture
To begin to use Musical terminology when appraising
To give their thoughts, opinions and feelings when listening to the genre and respect the thoughts/feelings of others



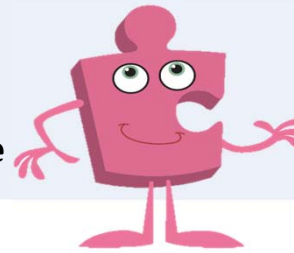
Pop Music

Pop music originated in America in 1960s.
Key characteristics: Good rhythm, catchy lyrics, repeated verse, chorus, easy to sing along too.
Typical instruments are: Bass, acoustic and electric guitars, vocals and a drum kit.
In more recent pop music, artists tend to sing and dance and have a band that play instruments.
Songs can tell real stories
Pop stars can become idols to young people

Listening:
Develop pupils understanding of the stories, origins, traditions, history and social context of the music they are listening too.



PSHE Knowledge Organiser
Year 4
Term 2: Celebrating Difference



The Park
Academies
Trust

Knowledge

I understand that sometimes we make assumptions based on what people look like

I understand what influences me to make assumptions based on how people look

I know that sometimes bullying is hard to spot and know what to do if I think it's going on but I'm not sure

I can understand why witnesses sometimes join in with bullying and sometimes don't tell

I know how it might feel to witness or be a target of bullying



The **Jigsaw!** Charter

We take turns to speak

We use kind and positive words

We listen to each other

We have the right to pass

We only use names when giving compliments or when being positive

We respect each other's privacy (confidentiality)



14 Sharks lay the largest eggs in the world.	15 Bees have five eyes.	16 No two zebras have the same markings.	17 Crocodiles can't stick their tongues out.	18 Dolphins sleep with one eye closed.
19 Slugs have four noses.	20 A snail can sleep for 3 years.	21 Honeybees have hair on their eyes.	22 A hippo can run faster than a man.	23 Tigers have striped skin not just striped fur.

Key Vocabulary



bullying



respect



unique



appearance

Term 1: What does it mean to be a Hindu in Britain today? (L2.8)







Facts About Hindusim:

- Hindus worship lots of Gods - Brahma is the main God of creation.
- Puja - offerings are made to the Gods at home or in the Mandir (Hindu Temple).
- Hindus believe in a cycle of birth, re-birth & incarnation.
- Hindus often pray at home & have a 'shrine' with images (Murtis) of Gods where they do Puja.



Hinduism

HINDU GODS
Brahman is the Supreme Spirit shown through other Gods and Goddesses.

<p> BRAHMA </p>  <p>The four-faced creator God, the first living being.</p>	<p> VISHNU </p>  <p>Kind and benevolent, Vishnu preserves the world.</p>
<p> SHIVA </p>  <p>Shiva destroys worn out things to create new life.</p>	<p> GANESHA </p>  <p>The Elephant God of wisdom and good fortune who removes difficulties.</p>
<p> LAKSHMI </p>  <p>The Goddess of good luck, wealth and prosperity.</p>	<p> HANUMAN </p>  <p>The Monkey God Hanuman symbolises loyalty and dedication.</p>

Oldest Religion in the world

Hinduism is the oldest of the world's religions. It is now practised all over the world but originated in South East Asia. It is a mix of different beliefs, cultures and traditions dating back over 4000 years.



Vishnu –
The
Preserver



Brahma
sitting on
a lotus flower



Shiva –
The
Destroyer

Did you know?

- Hindus respect all other religions.
- They believe in **Karma**- cause & effect. If you do good deeds, your future will be good. If you bad deeds, your future will be bad!
- **Dharma**- is a code of how to live ones life, with good morals to work hard, be kind & respectful.
- Hindus meditate to be closer to God.



Mahatma Gandhi was a famous Hindu? What is he famous for?