

Vocabulary

The Sun	The largest object in the solar system that the solar system was named after
Planets	Large spheres of rock that orbit around the sun
Moons	Large balls of rock that orbit planets
Asteroids, Meteors, Meteorites, Comets	An example of another rocky object that can be found in the solar system
Dust and gas	Left over material from stars that have exploded in the past

Astrology

The belief that the motion of the stars and planets affects human lives

Astronomy

The scientific study of anything in space outside of the Earth's atmosphere

A very hot ball of gas where nuclear fusion happens

The Sun



Inner rocky planets

- Closer to the Sun
- Mostly solid rock
- The warmer planets
- Smaller
- Take less time to orbit the sun

Mercury



Venus



Earth



Mars



Outer gas giants

- Further away from the Sun
- Mostly made from gas
- The colder planets
- Often have rings
 - of dust and rock around them
- Larger
- Take more time to orbit the sun

Jupiter



Saturn



Uranus



Neptune

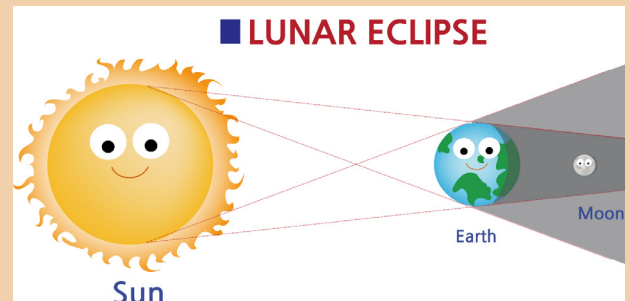


The universe and the Big Bang

The universe	All the stars, planets, rocks and dust in space
Galaxy	A group of stars held together by gravity
Big Bang theory	The theory that all matter in the universe started in a single point that exploded outwards
Dwarf star	A smaller cooler star without nuclear fusion
Star colour	Hot stars are closer to blue, colder closer to red

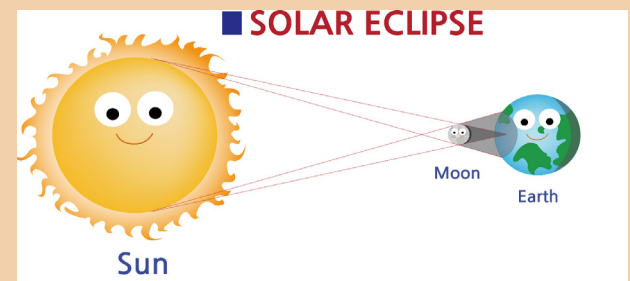
Lunar eclipse

When the Earth blocks the light from the Sun as the Moon moving into the Earth's shadow

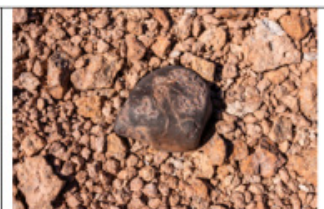


Solar eclipse

When the moon blocks the light from the sun to create a shadow on Earth



Meteor



Meteorite

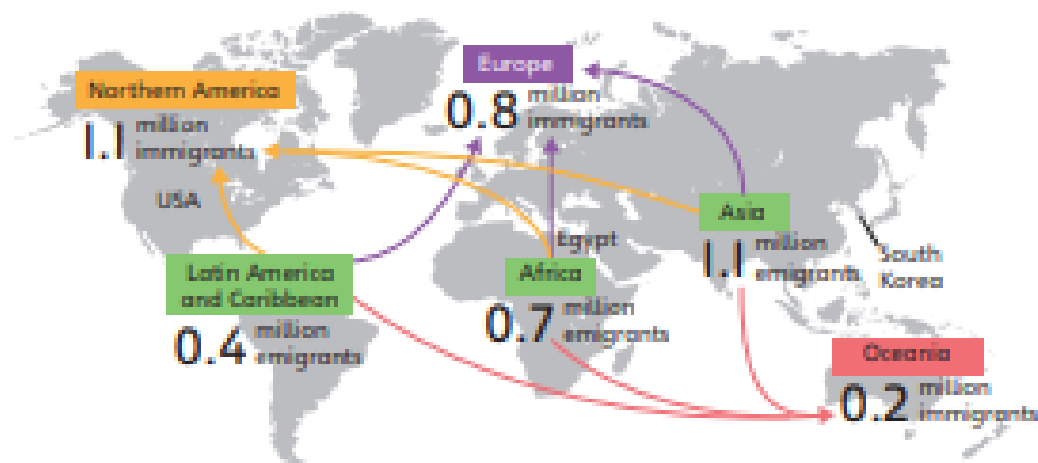


Asteroid



Comet

Knowledge organiser Migration Year 4



- few services
- lack of job opportunities
- unhappy life
- poor transport links
- natural disasters
- wars
- shortage of food

- access to services
- better job opportunities
- more entertainment facilities
- better transport links
- improved living conditions
- hope for a better way of life
- family links

Vocabulary	
Host country	The country that a migrant goes to
Illegal immigrant	Someone who has migrated to a new country without permission
Immigration	Coming to live permanently in a new country
Migrant	A person who moves from one place to another, often to find work or a better place to live
Migration	The movement of people from one place to another place
Pull factor	A factor that attracts a migrant to come to a new place
Push factor	A factor that pushes a migrant away from a place
Refugee	A person who has been forced to leave their home due to war, persecution (cruel treatment) or a natural disaster
Source country	The country that a migrant comes from
United Nations	An organisation that tries to prevent wars or conflict and helps countries be friendly to each other

Knowledge Organiser



Year 4 - Rights and Respect

Key questions

Making A Difference (Different Ways of Helping Others or the Environment)

Can one person make a difference to the environment?

Do the actions of one person affect lots of people?

Can a bystander have a positive effect on negative behaviour?

How? What is an active bystander?

How can someone be an active bystander?

Media Influence

Is everything in the media true?
Are there always two sides to a story?

Can media reports influence people? How?

Decisions About Spending Money

What choices and decisions do we make about spending money?
How do decisions about money affect groups in the community?

Key vocabulary

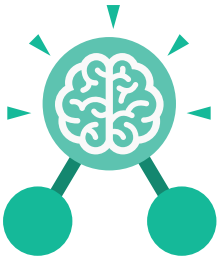
anti-social behaviour media
United Nations rights
spending reduce influence
environment public services
income tax negative recycle
essential actions positive
community responsibility reuse
volunteer School Council

I can ...

I can explain how a 'bystander' I can have a positive effect on negative behaviour they witness (see happening) by working together to stop or change that behaviour.

I can explain how these reports (TV, newspapers or their websites) can give messages that might influence how people think about things and why this might be a problem.

I can give examples of these decisions and how they might relate to me.



Unit: 4.5

Logo

Key Learning

- To learn the structure of the coding language of Logo.
- To input simple instructions in Logo.
- Using 2Logo to create letter shapes.
- To use the Repeat function in Logo to create shapes.
- To use and build procedures in Logo.

Key Questions

What is Logo?

Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns.

Key Resources



2Logo

Key Vocabulary

Debugging

The process of identifying and removing errors from computer hardware or software.

Grid

The template around which the 2Logo turtle moves.

LOGO

A text-based coding language used to control an on screen turtle to create mathematical patterns.

LOGO Commands (e.g FD, BK, RT, LT)

A list of commands inputted into 2Logo to move the turtle around the screen.

Multi Line Mode

Type several lines of commands in the text area.

Pen Down

Lowers the screen pen so the 2Logo turtle draws a line on the screen.

Pen Up

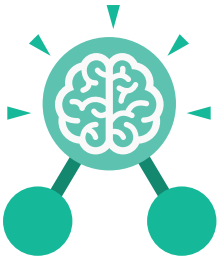
Raises the screen pen so the 2Logo turtle doesn't draw on screen.

Prediction

When you say what is going to happen when you run the instructions.

Procedure

Pieces of Logo text with a procedure name that can be run by calling them by name. Saves time if you want to print to screen lots of the same shape.



Unit: 4.5

Logo

Key Vocabulary

Repeat

A set of instructions that is run a specified number of times.

Run Speed

The speed at which the 2Logo turtle moves around the screen.

SETPC

Set pen colour to a given colour.

SETPS

Set the thickness of the pen's line.

Key Images



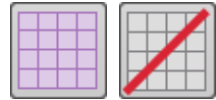
Open, close and share work



Choose the turtle style



Choose a background



Switch the grid on and off



Press and the logo mouse follows the instructions



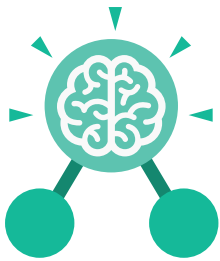
Reset the mouse to the start position



Change the speed at which the mouse moves



Write the Logo instructions here



Unit: 4.8

Hardware Investigators

Key Learning

- To understand the different parts that make up a computer.
- To recall the different parts that make up a computer.

Key Resources

**purple
mash**



2Connect



2Quiz

Key Questions

What is the difference between hardware and software?

Hardware refers to the physical parts of a computer or device. The parts inside the computer casing are often called the components. The parts that are attached to the computer case are called peripherals. Software describes the programs that run on the computer.

Key Vocabulary

Components

Parts inside the computer casing.

CPU

The 'brains' of the computer, where all the calculations take place.

Graphics Card

Also known as a video card and used for displaying images.

Hard Drive

Where the computer stores all your documents, pictures, games and videos.

Input

How information enters the computer.

Motherboard

Main printed circuit board of the computer.

Network Card

Used to connect the computer to a network such as the Internet.

Output

Where information leaves the system.

Peripherals

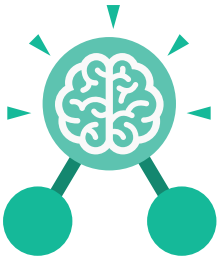
Parts that are attached to the computer case.

RAM

Allows programs to store information to help the computer run quickly.

Software

The programs that run on the computer.



Unit: 4.8

Hardware Investigators

Key Images



Motherboard



CPU



RAM



Graphics card



Network card



Monitor



Speakers



Keyboard



Mouse