



Year 4 Summer Term 2

Learning Experience Key vocabulary



As part of our learning experience this half term, for the subjects that are in focus as part of the connected curriculum, we will be focussing on learning, understanding and using the following key vocabulary. Some of these words we may have come across before, so this is an opportunity for us to revisit and consolidate our prior learning and some will be new to further develop our subject specific vocabulary. If you have any questions about the vocabulary, please do not hesitate to speak to your child's class teacher.

Electricity and circuits

Circuit – A path that electricity follows to make something work, like a light bulb turning on.

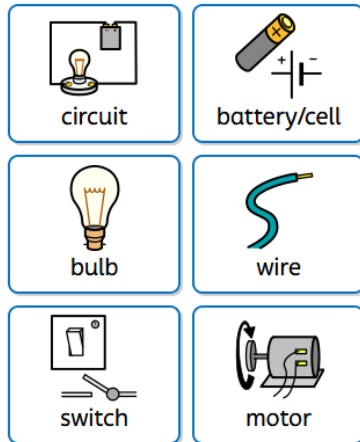
Battery/Cell – Something that stores energy and gives power to electrical things.

Bulb – A glass object that lights up when electricity flows through it.

Wire – A thin piece of metal covered in plastic that carries electricity from one place to another.

Switch – A device you press or flip to turn electricity on or off.

Motor – A machine that uses electricity to make things move or spin.



Geography

D&T

Protein: Protein is a nutrient your body needs to grow and repair cells, and to work properly. Protein is found in a wide range of food and it's important that you get enough protein in your diet every day.

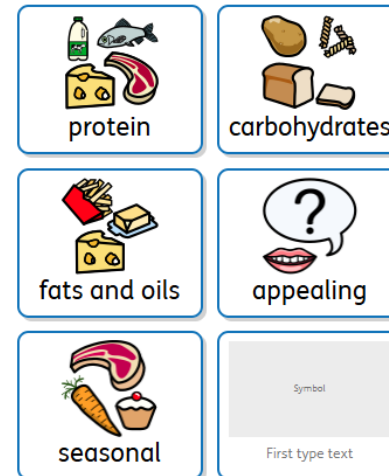
Carbohydrates: Carbohydrates, or carbs, are sugars, starches, and dietary fiber found in foods

Fats and oils: In food, fats and oils are both types of lipids, which are energy-rich nutrients. Fats are generally solid at room temperature (like butter), while oils are liquid at

room temperature (like olive oil).

Appealing: Appealing means having qualities that attract interest, like, or approval. It suggests something is pleasing, inviting, or interesting.

Seasonal: food that is harvested and at its peak flavor during a specific time of the year, usually the time when it's grown naturally.

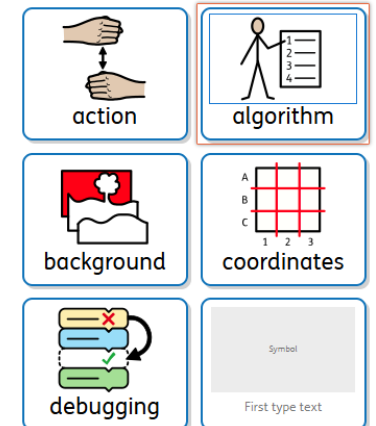


History

Computing

Unit 4.1 - Coding

Action: "action" refers to any command or instruction that a



computer can perform on data or objects, essentially making a change to the system.

Algorithm: a precise, step-by-step set of instructions used to solve a problem or perform a task.

Background: a state where a process or operation runs unseen by the user, without requiring direct interaction with the computer's input devices

Northern/Southern Hemisphere: The Northern Hemisphere is the half of the Earth north of the Equator, while the Southern Hemisphere is the half south of the Equator.

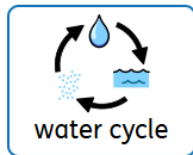
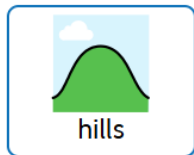
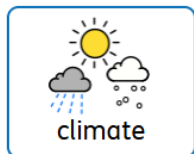
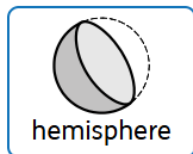
Climate: the weather conditions prevailing in an area in general or over a long period.

Mountains: a large natural elevation of the earth's surface rising abruptly from the surrounding level

Hills: a naturally raised area of land

Water cycle: the cycle of processes by which water circulates between the earth's oceans, atmosphere, and land, involving precipitation as rain and snow, drainage in streams and rivers, and return to the atmosphere by evaporation and transpiration.

Landscapes: all the visible features of an area of land, often considered in terms of their aesthetic appeal.



Belief: A belief is a firm conviction, an idea, or a strong feeling that something is true, real, or good

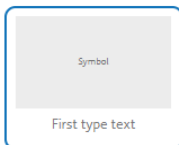
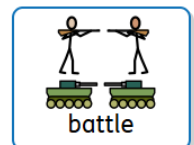
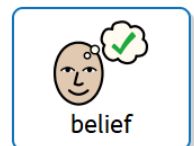
Religion: a system of beliefs and practices that relate humanity to the supernatural or divine, often involving worship, rituals, and a moral code

Battle: a struggle or competition between people or groups to achieve a goal or gain control.

Influence: having an effect on someone or something, often without directly forcing them to do something.

Gods / Goddesses: A deity or god is a supernatural being considered to be sacred and worthy of worship due to having authority over

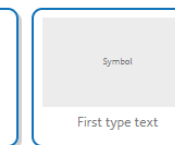
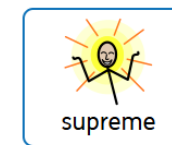
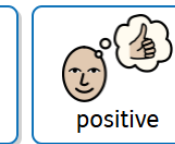
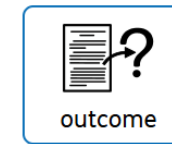
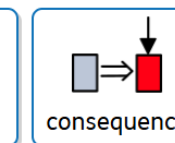
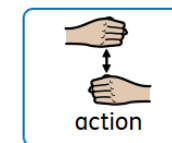
some aspect of the universe and/or life.



Co-ordinates: a set of numbers that specify the exact position of a point or object in a defined space, like a map, screen, or 3D environment.

Debug/debugging: the process of finding and fixing errors, or "bugs," in computer programs or software

RE



Actions: the fact or process of doing something, typically to achieve an aim.

Consequences: a result or effect, typically one that is unwelcome or unpleasant.

Outcome: the way a thing turns out; a consequence.

Positive: constructive, optimistic, or confident.

Supreme: very great or the greatest.