



Topic: All the Fun of the Fair

Year 4 Summer Term

Knowledge I already have:

- In reception, I...**
  - used different sized paintbrushes and mixed primary colours
- In Year 1, I...**
  - learned how things have changed over time and used the language of chronology
  - identified human and physical features in the local area
  - painted in the style of Kandinsky and used paint to create texture
- In Year 2, I...**
  - used maps to locate famous landmarks in London
  - used watercolour paints to create background colour washes
- In Year 3, I...**
  - located human and physical features on maps
  - learned about the geography of the UK including countries and capital cities
  - painted in the style

Future knowledge:

- In Year 5, I will learn:**
  - how to make a CAM toy using wood and tools
  - how to paint in the style of Hokusai
- In Year 6, I will learn...**
  - how to use electrical circuits within a board game

L. S. Lowry 1887-1976

L. S. Lowry was an English artist who loved to paint scenes from everyday life in northern England.

He became famous for pictures of busy towns, factories, and crowds of small "matchstick" people. Lowry often painted what he saw around him in places like Manchester.

Even though he worked in an office job for many years, he painted in his free time and eventually became one of Britain's most well-known artists. His paintings help us imagine what life looked like in busy industrial towns long ago.



Key Facts: Fairgrounds

- Fairgrounds in the UK date back to medieval times when fairs were held to celebrate religious festivals and market days.
- In the past, many fairground rides were powered by steam engines before electricity became common.
- The use of electricity in the early 20th century revolutionized theme park rides, allowing for more reliable and exciting attractions.
- The locations of theme parks are carefully planned, considering nearby human and physical features.
- Theme parks are increasingly focusing on sustainability, using renewable energy sources and eco-friendly materials.



Subject Specific Vocabulary

<b>amusement</b>	a game or activity that provides entertainment and pleasure
<b>attraction</b>	an event or place that many people want to see or visit
<b>battery</b>	a device that stores and provides electrical energy
<b>carousel</b>	a ride with a rotating platform and seats, often shaped like horses, that move up and down
<b>electricity</b>	the flow of electric charge, used to power devices and machines
<b>fairground</b>	an area where a fair is held, with rides, games, and food stalls
<b>Ferris wheel</b>	a large, vertical wheel with passenger cars that rotate as the wheel turns
<b>loop</b>	a part of a roller coaster where the track goes upside down in a circle
<b>motor</b>	a machine that converts electrical energy into mechanical movement
<b>rollercoaster</b>	a ride with a track that has steep drops, sharp turns, and loops
<b>swing ride</b>	a ride with seats that swing out as the ride spins around
<b>theme park</b>	a place with attractions and rides such as roller coasters and water rides, as well as a selection of different types of rides, along with shops, restaurants and other entertainment outlets
<b>wires</b>	conductors that carry electricity from one part of the ride to another

Design Technology Key Knowledge

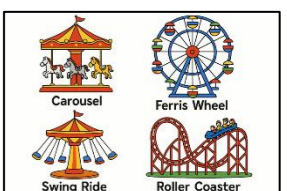
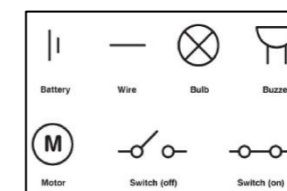
Motors can make parts spin, turn, or rotate—perfect for rides like carousels, Ferris wheels and flying swings. The speed of a motor can change depending on the number of batteries used (more batteries = faster spinning). Many fairground rides use:

- rotation – spinning around a central point.
- linkages – joining parts so they move together.
- axles – rods that allow wheels or parts to spin.
- frames – strong structures that hold the ride together.

A prototype is a model used to test ideas. Designers sketch their ideas first using design drawings.

Important things to consider:

- What type of movement the ride needs.
- Where the motor will go.
- How to attach moving parts safely and securely.
- How the switch will be used to control the movement.



Year 4 Key Historical Vocabulary

before, after, long ago, past, present, today, tomorrow, yesterday, last year, living memory, locality, tradition, century

Year 4 Key Geographical Vocabulary

map, atlas, locate, research, investigate, physical characteristics, human characteristics, county, city, transport route

Year 4 Key Art and Design Vocabulary

prototype, cut, measure, frame, circuit, buzzer, motor, wash, watercolour, shade, tone, hue, blending, layering, background, foreground, composition