



Subject: Science
 Year group: 4
 Term: Spring
 Unit name: Sound
 Strand: Physics

Prior Knowledge – Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. (Y1 - Animals, including humans)

Key Vocabulary: Sound, source, vibrate, vibration, travel, pitch, volume, faint, loud, insulation.

Key Scientists:

Alexander Graham Bell
 Delia Derbyshire
 (electronic music)

Suggested books:



National curriculum:



















- To identify how sounds are made, associating some of them with something vibrating. (Vibration stations)
- Recognise that vibrations from sounds travel through a medium to the ear. (String phones)
- Find patterns between pitch of a sound and features of the object that produced it.
- Find patterns between the volume of a sound and the strength of the vibrations that produced it.
- Recognise that sound gets fainter as the distance from the sound source increases

Working Scientifically:

- Ask relevant questions.
- Make careful observations and use a range of equipment.
- Gather, record and classify data.
- Record findings using scientific language, drawings, labelled diagrams.
- Identify similarities and differences.
- Use straightforward scientific evidence to answer questions to support findings.

Respect

Integrity

Key learning objectives- Highlighted boxes = Learning Objective for that lesson. <i>The other two are your Success Criteria.</i>		
Knowledge	Working Scientifically	Scientific Enquiry
To identify how sounds are made, associating some of them with something vibrating.	To observe vibrations which cause sound. 	To identify how sounds are made. 
To recognise that vibrations from sounds travel through a medium to the ear. - Recognise that sounds get fainter as the distance from the sound source increases.	To set up tests to create the best string phone 	To plan a fair test. 
To find patterns between pitch and volume of a sound and features of the object that produced it.	To record my results in a table to spot patterns. 	To spot patterns in my results. 
To recognise that sound gets fainter as the distance from the sound source increases	To record my results in a table and a line graph. 	To spot patterns in my results to make conclusions. 
To find patterns between pitch and volume of a sound and the features of the object that produced it.	To observe how sounds are created and feeling the vibrations causing the sound. 	To carry out a pattern seeking enquiry. 
To identify how sounds are made, associating some of them with something vibrating.	To set up our own test and evaluating our results 	To conduct a fair test. 
Scientific Enquiry Key	Comparative / fair testing Changing one variable to see its effect on another, whilst keeping all others the same. 	Pattern-seeking Identifying patterns and looking for relationships in enquiries where variables are difficult to control. 
	Research Using secondary sources of information to answer scientific questions. 	Identifying, grouping and classifying Making observations to name, sort and organise items. 
	Observation over time Observing changes that occur over a period of time ranging from minutes to months. 	Problem-solving Applying prior scientific knowledge to find answers to problems. 
Assessment- Key indicators: Can describe different types of objects producing different sounds and that the sound is produced by vibration in the object. Can describe sounds travelling through different mediums such as air, water, metal. Can find patterns between pitch and volume and the features of the object producing it. Can recognise that sounds get fainter as the distance from the sound source increases. Can explain what happens when you strike a drum or pluck a string- use diagrams to show. Demonstrates how to increase/decrease pitch and volume.		