Curriculum Overview- Year 4

** Questions to link learning to British Values**

LITERACY						
AUT	rumn	SPR	IING	SUM	IMER	
1 st half	2 nd half	1 st half	2 nd half	1 st half	2 nd half	
How to Train Your Dragon	Aesop's Fables	Save the Rainforests!	Rainforest Stories	Animals in Captivity	Narratives of Liberation	
FANTASY	TRADITIONAL TALES AND	PERSUASIVE WRITING	STORIES THAT RAISE	PERSUASION	REPORTS	
Focus: style & characters	FABLES	Focus: persuasive text	ISSUES	Focus: issues around zoos	Focus: write a short recount	
Task: explore plot, setting	Focus: read, re-tell &	structure	Focus: read and discuss	Task: study adverbials and	Task: explore using	
& style. Study pronouns,	understand fables	Task: expand noun phrases	Task: explore issues	expanded noun phrases.	biographies from civil rights	
dialogue punctuation and	Task: explore dialogue	and revise possessive	confronting indigenous		movements. Use dialogue	
adverbials. Write a new	through drama, debate	apostrophes.	peoples and the	Stories from other cultures	punctuation, apostrophes	
chapter.	moral messages and write		environment. Create own	STORIES ON A THEME	and paragraphs.	
	letters using extended	Wolves	stories and learn to	Focus: introducing African		
Was it Better Now?	sentences.	REPORTS	correctly use the perfect	stories	Poetry-	
BIOGRAPHIES		Focus: compare fiction &	form and paragraphs.	Task: write Ananse stories	Odes and Insults	
Focus: inventors	Poetry-	non-fiction		using extended sentences.	Focus: language of impact	
Task: discuss inventions	POETIC LANGUAGE	Task: look at features of			Task: explore odes and	
and explore biography,	Focus: poetry using imagery	non-chronological reports.	Legends of the Sea		powerful types of imagery,	
study verbs, perfect form,	Task: explore how poems	Use adverbs, prepositions	MYTHS AND LEGENDS		such as simile, metaphor	
and adverbs; write an	use simile and metaphor to	and conjunctions of	Focus: reading tales		and hyperbole. Learn about	
autobiography.	create powerful images.	time/cause. Produce	Task: use higher level		pronouns and determiners.	
		reports.	reading skills and write			
Poetry-	INSTRUCTIONS AND		own sea myths. Set out			
Raining Cats and Dogs	EXPLANATIONS		and punctuate dialogue			
Focus: form, structure and	Focus: features of		and use paragraphs.			
language in poems	instructions					
Task: investigate form and	Task: study possessive					
language and make	apostrophes and pronouns.					
comparisons. Write a	Invent and introduce an art					
poem from the point of	machine.					
view of a pet.						



MATHEMATICS						
AU	TUMN	SPR	RING	SUM	IMER	
1 st half	2 nd half	1 st half	2 nd half	1 st half	2 nd half	
Place Value Part 1 Find 1000 more or less than a given number. Count backwards through zero to include negative numbers. Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones) Order and compare numbers beyond 1000. Roman Numerals up to 100. Addition and Subtraction Part 1 Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.	Geometry Part 1 Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify acute and obtuse angles and compare and order angles up to two right angles by size. Multiplication and Division Part 1 Count in multiples of 6, 7. 9, 25 and 1000. Recognise and use factor pairs and commutatively in mental calculations. Multiply two-digit by one digit number using formal written layout. Solve problems involving multiplying and adding, including using distributive law. Integer scaling problems and harder correspondence e.g. n objects are connected to m objects.	Fractions Part 1 Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number. Add and subtract fractions with the same denominator. Recognise and show, using diagrams, families of common equivalent fractions. Round decimals with one decimal place to the nearest whole number. Place Value Part 2 Count in multiples of 6, 7, 9, 25 and 1000. Identify, represent and estimate numbers using different representations. Round any number to the nearest 10, 100 or 1000. Solve number and practical problems that involve all of the above and with increasingly large positive numbers.	Addition and Subtraction Part 2 Solve addition and subtraction problems in contexts, deciding which operations and methods to use and why. Estimate and use inverse operations to check answers to a calculation. Position and Direction Part 1 Describe positions on a 2-D grid as coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/right and up/down.	Multiplication and Division Part 2 Recall multiplication and division facts for multiplication tables up to 12 × 12. Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; multiplying together three numbers. Count up and down in hundredths; recognise that hundredths arise when dividing and object by one hundred and dividing tenths by ten. Fractions Part 2 Recognise and show, using diagrams, families of common equivalent fractions. Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal place to the nearest whole number. Compare numbers with the same number of decimal places up to two decimal places. Solve simple measure and money problems involving fractions and decimals to two decimal places	Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. Measure Convert between different units of measure [for example, kilometre to metre; hour to minute]. Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares Estimate, compare and calculate different measures, including money in pounds and pence. Position and Direction Part 2 Develop knowledge on movements between positions as translations of a given unit to the left/right and up/down. Plot specified points and draw sides to complete a given polygon. Geometry Part 2 Identify lines of symmetry in 2-D shapes presented in different orientations. Measure the perimeter of simple 2-D shapes. Complete a simple symmetric figure with respect to a specific line of symmetry. Find the area of rectilinear shapes by counting squares.	



SCIENCE						
AUTUMN	IN	SPRING		SUMMER		
1 st half	2 nd half	1 st half	2 nd half	1 st half	2 nd half	
Electricity: State	ates of Matter	Sound (4S)	Living things and their habitats	Animals, including humans	Living things and their habitats (4LvH)	
appliances that run on electricity. Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery. material according to the series of every according to the series circuit, based on whether or not the lamp is cond with a battery.	mpare and group aterials together, cording to whether they e solids, liquids or gases. Asserve that some aterials change state and they are heated or coled, and measure or search the temperature at aich this happens in grees Celsius (°C). Antify the part played by apporation and andensation in the water cle and associate the rate evaporation with mperature.	Identify how sounds are made, associating some of them with something vibrating. Recognise that vibrations from sounds travel through a medium to the ear. Find patterns between the 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 sounds get fainter as the distance from the sound source increases.	Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.	Describe the simple functions of the basic parts of the digestive system in humans. Identify the different types of teeth in humans and their simple functions. Construct and interpret a variety of food chains, identifying producers, predators and prey	Recognise that environments can change and that this can sometimes pose dangers to living things.	



PSHE/RHE							
AUTUMN	SPR	SPRING		SUMMER			
1 st half 2 nd half	1 st half	1 st half 2 nd half		2 nd half			
VIPs (Relationships) Pupils learn: •to look at friendships, how friendships are formed and maintained, and the qualities of a good friend •to move on to disputes and bullying and will address strategies for coping with each of these	Pupils learn: •the idea that people's life opportunities differ throug our actions can have both effects on people living in •to explore the concepts of stereotypes and encourage what they can do to help replace. •about climate change and	(Living in the Wider World) Pupils learn: •the idea that people's life experiences and opportunities differ throughout the world and that our actions can have both positive and harmful effects on people living in different countries •to explore the concepts of inequality and stereotypes and encourages them to reflect on what they can do to help make the world a fairer place. •about climate change and its effects, fair trading practices and organisations that help people like Chiwa		Money Matters (Living in the Wider World) Pupils learn: •how we spend money, why people might need to borrow money and the consequences of this •how we can prioritise what we spend money on and what choices we have, including environmental considerations of wider spending •to consider what influences their spending and how we can keep track of what we spend.			
Safety First (Health and Wellbeing) Pupils learn • about the decisions they make and how they can stand up to peer pressure in a range of situations • everyday risks, hazards and dangers and what to in risky or dangerous situations • road, water and rail safety and dangerous substances: drugs (including medicines), cigarettes and alcohol • first aid, exploring how to deal with common injuries and what to do to respond to emergency situations.	about screen time and g between online and offline	et for and the benefits es etting a healthy balance e activities llenges that are often	Growing Up (Health and Wellbeing) Pupils learn: •how the human body grow •about different relationship				



AUTUMN SPRING

Anglo-Saxons and Scots

Discover the invasions of the Scots and Anglo-Saxons in the 5th Century. Find out where the invading troops came from and where in Britain they managed to settle and investigate how life in Britain changed as a result. Learn about how the Anglo-Saxons influenced the English language, with an emphasis on the origins of some English place names, examining and analysing artefacts from the period and drawing conclusions.

Learn what life was like in a typical Anglo-Saxon village, what jobs people did and what the houses were like.

Who was here before me? Romans, Anglo-Saxons Victorians. How did their beliefs differ from us today? How did the law and life differ?

The Railways

View the development of the Railways in Great Britain and find out about the history of the railways and significant early locomotives.

Investigate some important historical events, such as the opening of the first passenger carrying railway lines and the Rain hill Trials and learn about some of the key people who were influential in the development of the railways.

Explore the development of locomotive technology and examine the differences between steam, diesel and electric locomotives. Also learn about the growth and development of the railway network in Great Britain and use geographical skills to map out some key routes.

Use speaking and listening skills to debate the positive and negative effects of the railways on different aspects of society.

Ancient Egypt

Learn in depth about the achievements of the ancient civilisation. Discover how and where the ancient Egyptians lived, what was important to the daily lives of ancient Egyptians, who Tutankhamun was and how mummies were made. The children will also learn about how Egyptian people used hieroglyphs to communicate and compare the powers of different gods.

SUMMER

The Romans

Learn about the impact the Roman empire had on life in Britain. Discover the spread of the Roman empire, the invasion of Britain and the eventual conquest. Explore the Romanisation of Britain, such as the building of Roman roads and bathhouses.

Learn about the British resistance of Boudicca and role play to look at the events of Boudicca's rebellion from different perspectives.

Investigate Hadrian's Wall, examining how, where and why it was built. Learn about the different features of the wall and use maps to determine its location.

GEOGRAPHY

AUTUMN SPRING SUMMER

Modern Europe

Discover the amazing physical and human geography of Modern Europe. Travel around, learn key facts and explore the varied countries that make up our European continent. Develop skills in human and physical geography and further historical and cultural knowledge of these countries.

** Where is Britain in relation to the rest of Europe and other countries in the world?**

Rainforests

Introduction to rainforests around the world. Learn what they are, where they are, what they contain and who lives there. Along the way they will develop their skills by writing reports, creating their own rainforests, and becoming David Attenborough!

The Water Cycle

Learn about the water cycle and explore the processes of evaporation and condensation through a range of practical activities. Learn how water can be a finite resource, discover the ideas of conservation and consider some of the issues surrounding supplying clean drinking water to a growing global population.



		THEMED W	EEKS/VISITS		
Black History Month **How did Martin Luther King change history?** School Council Election	Anti-Bullying Week Enrichment Day: Science & Technology	RAF Museum Visit Metro Bank Money Zone Session	World Book Day	Ramadan/Eid	End of Year awards Ceremony Sports Day
					End of Year Trip
		ı	PE		
AU'	TUMN	SPR	ING	SUMMER	
1 st half	2 nd half	1 st half	2 nd half	1 st half	2 nd half
Tag Rugby To develop and understand the rules and players' positions in greater depth To be able to apply all the knowledge and tactics gained in a Tag Rugby match/tournament To discuss and understand the rules of a tag rugby game To create and explore new ways/strategies of how to evade opponents in order to score a try Circuit Training To develop an understanding of why a healthy lifestyle is important To assess and measure students' fitness levels To understand the different muscles utilised during circuit training sessions	Football To develop further understanding of how to evade the opposing team To discuss and understand how to handle pressure from the opposing team To use ABC (agility, balance, coordination) techniques to keep control of the ball in a match situation To be able to apply all the skills/tactics learnt so far in a game situation	Netball To understand and demonstrate the five different passes (chest pass, bounce pass, lob, shoulder pass and overhead pass) To develop basic shooting techniques To develop and apply different evasive techniques in order to keep possession of the ball To develop and apply different strategies for intercepting the opposing team To apply knowledge and skills in a small match	Athletics To develop and maintain a certain running pace for different distances Develop throwing with power and accuracy To understand how to be safe when throwing an object To help develop specific footwork for each event To understand and develop which technique is the most effective for jumping over a distance To demonstrate all the skills learnt in a competitive situation OAA To develop and demonstrate basic map reading skills in order to move from point A to point B To develop how to use a compass in order to navigate To develop the basic techniques of how to draw a map with landmarks Demonstrate good communication and teamwork skills To demonstrate the basic crosscurricular links in using compasses and coordinates	Cricket To develop and demonstrate the different types of throwing techniques whilst fielding To use ABC (agility, balance, coordination) to move into a good position in order to receive the ball with accuracy To develop fielding skills and understand their importance when playing a game To practise and develop handeye co-ordination in order to strike a moving and a stationary ball To play a game of cricket and demonstrate good sporting behaviour Swimming	Tennis To develop and accurately demonstrate an underarm serve To develop and understand the basic rules of tennis To explore how to start a rally with a partner To develop and understand how to get the ball into play To apply skills learnt in a mini tennis game Preparation for sports day will also be incorporated into this half term.



		А	RT		
1 st half	2 nd half	1 st half	2 nd half	1 st half	2 nd half

Insects

Using pencil, colour, mosaic design, puppet making and sculpture to create quality artwork that shows progression in their skills.

Will have the opportunity to explore the work of a range of 'Insect' artists, in particular, Louise Bourgeois and Jennifer Angus.





British Art

Using a range of media for making portraits: how to make 'sensory' boxes, create abstract 'cut ups', tell stories in pictures and write memory postcards to create quality artwork that shows progression in skills.

Will have the opportunity to explore the work of British artists Thomas Gainsborough, Lucian Freud, Howard Hodgkin, Anish Kapoor, Paula Rego and Sonia Boyce.

Fruit and Vegetables

Using pencil, colour, paint, clay peppers and textiles to create quality art work that shows progression in their skills.

Will have the opportunity to explore the work of the designer, Carl Warner, textile artist, Michael Brennand-Wood and Italian painter, Caravaggio





AUT	UMN	COMPUTING SPRING		SUMMER	
1 st half	2 nd half	1 st half 2 nd half 1 st half		2 nd half	
Word Processing	Online Safety	Scratch: Questions and Quizzes	Communication and Collaboration	Programming Turtle Logo	Using and Applying Skills
Learn word processing and text formatting skills. Learn about formatting images and organising content into an effective layout.	Learn about how to prevent and deal with cyberbullying; how to use search engines efficiently; how to avoid plagiarism online; and how to be a good digital citizen.	Enhancing on earlier unit of programming Scratch on a computer/tablet or Pyonkee with iPads. Discover the wider programming skills of solving problems, testing, debugging, improving and evaluating.	Gain an understanding of the difference between online and offline communication. Explore online communication in detail, as well as looking at the positives and negatives of different online communication methods.	Learn how to create an algorithm to program a procedure. Explore the basic commands and how to repeat alongside a variable.	This end of year Computing project provides the opportunity to use and apply the skills they have developed throughout the year.

