

Curriculum Overview



Year 4

English

<p>Speaking & Listening</p> <ul style="list-style-type: none"> • Articulate & justify opinions • Speak audibly in Standard English • Gain, maintain & monitor interest of listeners 	<p>Reading</p> <ul style="list-style-type: none"> • Secure decoding of unfamiliar words • Read for a range of purposes • Retell some stories orally • Discuss words & phrases that capture the imagination • Identify themes & conventions • Retrieve & record information • Make inferences & justify predictions • Recognise a variety of forms of poetry • Identify & summarise ideas 	<p>Writing</p> <ul style="list-style-type: none"> • Correctly spell common homophones • Increase regularity of handwriting • Plan writing based on familiar forms • Organise writing into paragraphs • Use simple organisational devices • Proof-read for spelling & punctuation errors • Evaluate own and others' writing • Read own writing aloud 	<p>Grammar</p> <ul style="list-style-type: none"> • Use wider range of conjunctions • Use perfect tense appropriately • Select pronouns and nouns for clarity • Use & punctuate direct speech • Use commas after front adverbials
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Mathematics

<p>Number/Calculation</p> <ul style="list-style-type: none"> • Know all tables to 12 x 12 • Secure place value to 1000 • Use negative whole numbers • Round numbers to nearest 10, 100 or 1000 • Use Roman numerals to 100 (C) • Column addition & subtraction up to 4 digits • Multiply & divide mentally • Use standard short multiplication 	<p>Geometry & Measures</p> <ul style="list-style-type: none"> • Compare 2-d shapes, including quadrilaterals & triangles • Find area by counting squares • Calculate rectangle perimeters • Estimate & calculate measures • Identify acute, obtuse & right angles • Identify symmetry • Use first quadrant coordinates • Introduce simple translations 	<p>Fractions & decimals</p> <ul style="list-style-type: none"> • Recognise tenths & hundredths • Identify equivalent fractions • Add & subtract fractions with common denominators • Recognise common equivalents • Round decimals to whole numbers • Solve money problems
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Other Areas of the Curriculum

<p>Autumn</p>	<p>Passing Of Time <i>What was the greatest Ancient Egyptian achievement?</i> <i>Characters – Howard Carter & King Tut</i> <i>Key – Egyptian Activity Day</i> <i>Lock – Egyptian Museum</i> <i>Literacy</i> <i>Fiction – story;</i> <i>Non-fiction – report.</i></p> <p>Focus <u>History</u> - the achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and Ancient Egypt</p> <p>Secondary <u>Geography</u> – Locational knowledge – locate Great Britain, France and Egypt on a variety of different maps - Human and physical geography – what is Egypt like now? - describe and understand key aspects of: - physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle; - human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water <u>Art</u> – Egyptian Painting and Tomb Walls <u>DT</u> – Egypt boats <u>Music</u> – Tutankhamun! <u>PE</u> – Games/Swimming & Dance House Competitive Sport – football <u>RE</u> – Moses; Harvest</p>
<p>Spring</p>	<p>Technological <i>Which invention changed the world?</i> <i>Characters – William Tritton</i> <i>Key – Magna</i> <i>Lock – Trip to the Cathedral</i> <i>Literacy</i> <i>Fiction – story;</i> <i>Non-fiction – instructions.</i></p> <p>Focus <u>Numeracy</u> – measurement – length - fractions - handling data -2D & 3D shape <u>DT</u> – Design - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Make - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Evaluate - investigate and analyse a range of existing products - evaluate their ideas and products against their own design criteria and consider the views of</p>

	<p>others to improve their work</p> <ul style="list-style-type: none"> - understand how key events and individuals in design and technology have helped shape the world - Technical knowledge - apply their understanding of how to strengthen, stiffen and reinforce more complex structures - understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] - understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] - apply their understanding of computing to program, monitor and control their products. <p><u>Science</u> – Y3 Forces & Magnets, Light; Y4 Electricity, Sound</p> <p>Secondary</p> <p><u>Art</u> – Drawing</p> <p><u>Music</u> – Rocking all over the world & the ocarina</p> <p><u>PE</u> – Games & Gym</p> <p>House Competitive Sport – dodgeball</p> <p><u>RE</u> – Symbolism in Worship at the Cathedral; Easter</p>
Summer	<p>Ecological</p> <p><i>How we improve life on Earth?</i></p> <p><i>Characters – David Attenborough</i></p> <p><i>Key – Trip to Hill Holt Wood / Mrs Patel (Indian Penpals)</i></p> <p><i>Lock – Open Garden</i></p> <p><i>Literacy</i></p> <ul style="list-style-type: none"> <i>Fiction – poetry;</i> <i>Non-fiction – explanation.</i> <p>Focus</p> <p><u>Science</u> – Y3 Plants, Rocks; Y4 Living Things, Animals, States Of Matter</p> <p><u>RE</u> – Beautiful World, Wonderful God!</p> <p><u>DT</u> – cooking</p> <p>Secondary</p> <p><u>Art</u> – Sculpture</p> <p><u>Music</u> – Every inch of our planet is home</p> <p><u>PE</u> – Games & Athletics</p> <p>House Competitive Sport – rounders</p> <p><u>RE</u> – Hindu beliefs and lifestyle</p>