









Year 4 Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
 	<p>Place value Represent numbers to 1,000, partition numbers to 1,000, number line to 1,000. Represent numbers to 10,000 partition numbers to 10,000 flexible partitioning of numbers to 10,000, find 1, 10, 100, 1,000 more or less, estimate on a number line to 10,000, compare & order numbers to 10,000, Roman numerals, round to the nearest 10, 100 & 1,000.</p> <p>Addition and Subtraction Add and subtract 1s, 10s, 100s and 1,000s, add up to two 4-digit numbers – no exchange, add two 4-digit numbers – one exchange</p>	<p>Addition and Subtraction Add two 4-digit numbers – more than one exchange, subtract two 4-digit numbers – no exchange/one exchange/ more than one exchange, efficient subtraction, estimate & check answers</p> <p>Measurement—area What is area? Count squares, make shapes, compare areas</p> <p>Multiplication and Division Multiples of 3, multiply and divide by 6 & 9, the 3, 6 and 9 times-tables, multiply and divide by 7, 11 & 12, divide a number by 1 and itself, multiply three numbers</p>	<p>Multiplication and Division Use factor pairs, multiply and divide by 10 & 100, related facts – multiplication and division, informal written methods for multiplication & division, efficient multiplication methods, applying to problem solving.</p> <p>Length and Perimeter Measure in kilometres and metres, equivalent lengths (kilometres and metres) Perimeter of rectilinear shapes, find missing lengths in rectilinear shapes, perimeter of regular polygons</p>	<p>Fractions Understand the whole, count beyond 1, partition a mixed number, compare and order mixed numbers (number line), understand improper fractions, convert mixed numbers to improper fractions, convert improper fractions to mixed numbers, equivalent fraction families Add & subtract two or more fractions, mixed numbers Subtract from mixed numbers</p> <p>Decimals Tenths as fractions & decimals, Tenths, hundredths on a place value chart & number line Divide a 1-digit number by 10, Divide a 2-digit number by 10 Step Divide a 1- or 2-digit number by 100</p>	<p>Decimals Make a whole with tenths, & hundredths, flexibly partition decimals, compare & order decimals, round to the nearest whole number, Halves and quarters as decimals.</p> <p>Money Write money using decimals Convert between pounds and pence, compare/estimate/ calculate amounts of money, solve problems with money</p> <p>Time Years, months, weeks and days, hours, minutes and seconds, convert between analogue and digital times Convert to the 24-hour clock Convert from the 24-hour clock</p>	<p>Shape Understand angles as turns, Identify angles, compare and order angles, triangles, quadrilaterals, polygons Lines of symmetry, complete a symmetric figure</p> <p>Statistics Interpret charts, comparison, sum and difference, interpret line graphs, draw line graphs</p> <p>Position and Direction Describe position using coordinates, plot coordinates Draw 2-D shapes on a grid Translate on a grid Describe translation on a grid</p>
	<p>The Internet Understand the internet as a network of networks, explore the World Wide Web in order to learn about who owns content and what they can access, add, and create. Evaluate online content to decide how honest, accurate, or reliable it is, consequences of false information.</p>	<p>Audio Production Input device (microphone) and Output devices (speaker or headphones), ownership of digital audio and the copyright implications of duplicating the work of others. Use Audacity to produce a podcast, which will include editing their work, adding multiple tracks, and opening and saving the audio files.</p>	<p>Programming—repetition in shapes Create programs by planning, modifying, and testing commands to create shapes and patterns. Use Logo, a text-based programming language. Explore repetition and loops within programming</p>	<p>Data Logging How and why data is collected, use special input devices called sensors to monitor the environment, collect data as well as access data captured over time. Analyse data points, data sets, and logging intervals, use data loggers to automatically collect the data needed to answer those questions.</p>	<p>Photo Editing Learners will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. They will consider the impact that editing images can have, and evaluate the effectiveness of their choices.</p>	<p>Programming Explore the concept of repetition in programming using Scratch, difference between count-controlled and infinite loops, and use their knowledge to modify existing animations and games using repetition. Design and create a game which uses repetition, applying stages of programming design.</p>



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	<p>Text: Escape from Pompeii</p> <p>Narrative: Plan their own story based on the structure of Escape from Pompeii, then draft, edit and present their final narrative.</p> <p>Recount: Infer the thoughts and feelings of a character and produce a diary entry retelling events in first person.</p> <p>Newspaper report: Write a journalistic report as if they were a reporting on the eruption of Mount Vesuvius. Use a variety of fronted adverbials to link their paragraphs effectively.</p>	<p>Text: The Land of Roar</p> <p>Descriptive writing: Use varied and rich vocabulary to write a setting description that creates a vivid image for the reader.</p> <p>Explanation: Write a clearly presented explanation text, using a variety of sentence structures and applying causal conjunctions to explain certain features.</p> <p>Poetry: Write a spell poem, then perform it, disguised as a witch or Sorcerer, using their voice expressively to engage the audience.</p>	<p>Text: Beowulf</p> <p>Persuasive speech: Read, write and perform a battle cry, using persuasive literary devices to achieve success.</p> <p>Descriptive writing: Write a detailed character description using expanded noun phrases to bring the character to life, whilst developing their use of sentences with more than one clause.</p> <p>Advert: Explore persuasive adverts, focusing on engaging language and effective structure, then create persuasive headlines and generate compelling content for their own advert.</p>	<p>Text: A River</p> <p>Narrative: Plan and write an adventure narrative based on the picture book 'A River', developing use of expanded noun phrases and direct speech.</p> <p>Poetry: Read and analyse a variety of John Lyons' poems, then use these poems as inspiration to write their own free verse poems.</p> <p>Explanation: Write a clear explanation text, linking to their geography work on rivers, using factual details and precise vocabulary to inform the reader.</p>	<p>Text: Charlotte's Web</p> <p>Letter: Produce a persuasive letter, using emotive language to persuade the recipient and using adverbials to extend their arguments.</p> <p>Narrative: Write a short story set in a barnyard, written from the perspective of an animal. Develop use of speech, whilst building in character and setting descriptions.</p> <p>Newspaper report: Plan and write a journalistic report, informing the reader about a key event and incorporating direct speech to enhance their report.</p>	<p>Text: Song of the Dolphin Boy</p> <p>Narrative: Plan and write a dilemma story, inspired by the focus text, that has a clear problem and resolution.</p> <p>Persuasive speech: Inspired by the theme of pollution in the oceans, produce a speech which includes persuasive techniques such as emotive language to encourage the audience to take action.</p> <p>Leaflet: Produce a leaflet, which encourages readers to visit a location. Apply structural features such as headings and subheadings, whilst using persuasive language and techniques.</p>
	<p>Invasion Games 1 – invasion game fundamentals.</p> <p>Dance – Romans stimulus.</p>	<p>Invasion Games 2 – hockey focus.</p> <p>Gymnastics – movement focus.</p>	<p>OAA – Outdoor and Adventurous Activities including team building / problem solving.</p> <p>Circuits – circuit training focusing on different themes of training.</p>	<p>Invasion Games 3 – tag rugby focus.</p> <p>Yoga - yoga poses and mindfulness</p>	<p>Athletics – running, jumping and throwing events.</p> <p>Dance—Carnival of the Animals stimulus.</p> <p>Sports Day Prep—practicing sports day events</p>	<p>Sports Day Prep continued – practicing sports day events</p> <p>Striking and Fielding Games – cricket focus.</p> <p>Net/Wall Games - badminton focus.</p>
	<p>Me and My School Class rules Role of School Council Rep Jobs on the School Council Class council My strengths and weaknesses</p>	<p>Me and My relationships Feelings of other people Developing relationships Different types of relationships Puberty</p>	<p>Safe and unsafe:- Safety in school Responsibilities for my safety and the safety of others E safety</p>	<p>Happy and Healthy Me My body What keeps me healthy? What can make me ill – bacteria and viruses Drugs – medicines and Tobacco Good and bad habits</p>	<p>Me and Other People Similarities and differences Communities including Britain Respect and tolerance</p>	<p>Me in the World Money Rights and responsibilities Rights of the Child Jobs and duties</p>



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	Environment: Harvest Explore religious stories and teachings about the environment and identify and reflect their impact on behaviour	Landmarks in life Investigate the importance for believers of ceremonies in which special moments in the life cycle are marked	Commitment: Lent Engage with a variety of people about their beliefs and values and ask questions about the way commitment affects their lives	Study of a chosen religion Research some key events in the development of a religious tradition and explain the impact on believers today	Thinking about God Identify some of the ways in which religions name and describe attributes of God and make links with belief and practice	Features and patterns of worship Identify the main features and patterns of an act of worship and talk about the importance of worship for believers
	Living things and their habitat This unit focuses on grouping living things and using classification keys to identify and name them in various environments. It explores how environmental changes can pose dangers to organisms. Emphasis is on asking questions, collecting data, and using evidence to support conclusions.	States of Matter This unit explores the properties of solids, liquids, and gases, and how materials change state when heated or cooled. It covers evaporation, condensation, and the water cycle, with a focus on practical enquiries, careful observations, accurate measurements, and presenting findings.	Animals including humans This unit covers the basic functions of the human digestive system and identifies different types of teeth and their functions. It focuses on asking questions, gathering and presenting data, recording findings with diagrams and charts, and reporting results through written and oral presentations.	Animals including humans This unit involves constructing and interpreting food chains and identifying producers, predators, and prey. It focuses on asking questions, gathering and presenting data, recording findings with diagrams and charts, and using scientific evidence to answer questions and support findings.	Electricity This unit covers constructing simple series electrical circuits, identifying parts like cells, wires, and switches, and recognising conductors and insulators. It also explores how circuits work with lamps and switches. The emphasis is on practical enquiries, making observations, and presenting data.	Sound This unit explores how sounds are made through vibrations, how they travel through mediums, and how pitch and volume relate to vibration strength. It also covers why sounds get fainter with distance. The emphasis is on practical enquiries, observations, and using results to draw conclusions.
	Autumn 1 Rigolo 2 Unit 6 Chez Moi (1&2) Name and describe rooms at home & in French homes.	Autumn 2 Rigolo 2 Unit 6 Chez Moi (3&4) Say what activities people do at home, using a dictionary and the correct determiner.	Spring 1 Rigolo 2 Unit 7 Le Week-end (1&2) Revise days of the week and describe different hobbies. Use ne...pas to negate sentences.	Compose a comparison between a French and English student.	Summer 1&2 Rigolo 2 Unit 5 En Vacances Ask where others are going on holiday and state where they are going. Discuss and give opinions on holiday activities. Create a holiday blog.	



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	DT: Structure – Pavilions Produce a range of free-standing frame structures, design a pavilion that is strong, stable using appropriate materials, add cladding to their pavilion.	DT: Cooking and nutrition Describe features of biscuits using taste, texture and appearance, follow a recipe, use a budget to plan a recipe, adapt a recipe using additional ingredients.	DT: Mindful moments (micro: bit timer) Understand how virtual Micro:bit features could be used as part of a design idea, write a program that displays a timer on the virtual Micro:bit based on their chosen seconds/minutes.
	Ruling Romans We enter the thrilling world of the Romans! We'll uncover the secrets of their mighty empire, from grand buildings and cutting-edge engineering to their vibrant daily life. Join us as we dive into the legacy of one of history's most fascinating civilizations and discover how the Romans shaped the world we live in today!	Anglo-Saxons—Warriors, Farmers and Kings! We explore the fascinating world of these early settlers in Britain. From their battles for land to the creation of villages and kingdoms, we'll uncover their rich culture, customs, and way of life. We'll also dive into the legends of heroes like Beowulf and explore the powerful impact the Anglo Saxons had on shaping the Britain we know	Victorious Vikings We explore the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor. Pupils learn about the period in which Viking invaders first came to Britain and about the Vikings themselves and the conflict that emerged between them and the Anglo-Saxon kingdoms of England. Pupils also learn about the roles of
	Discovering the Counties of the UK We will be developing our map skills, learning about British counties, countries and key cities across Britain and Europe, as well as other environmental features such as rivers, rainforests and deserts.	The Power of Rivers We will be studying rivers and their importance in shaping the land. We explore the different features of rivers, such as the source, mouth, and tributaries, and how these features influence the surrounding landscape. We learn about the types of settlements found near rivers and how the land is used, from farming to urban development.	Across the Map: Comparing Places In Geography, we will learn geographical similarities and differences through the study of the physical geography of Lake District and a European country e.g. Italy.
	Art and Design: architecture and 3D design (design, digital, draw, sculpt)	Art and Design: Local landscape: painting	Art and Design: Dream portraits: drawing and digital design (collage, digital, draw)
	Christmas Carol Service Maintain a simple part within an ensemble.	Ukulele- Charanga- The Rock school Ukulele- Method 1 Follow a basic melody line, using standard notation. Repeat extended rhythmic patterns, using a range of percussion and tuned instruments- pieces within the unit.	Across the Mediterranean That's Amore- Dean Martin (1953) Tarantella Napoletana – traditional folk song. Symphony number 9- Beethoven Appreciate and listen to music drawn from different traditions, cultures and composers. Shape own compositions, considering elements of music- Focus on tempo- try to mirror the Italian style.