

# Year 4 Curriculum Overview – 21/22



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Main Theme</b>	<b>A Journey to Hogwarts</b> Sorting hat ceremony. Learn how to play Quidditch!	<b>A Journey to Hogwarts</b> Finale week -magical lessons in Hogwarts!	<b>Ruthless Romans</b> See real-life Roman Soldier Armour.	<b>Ruthless Romans V</b> Visit to Hadrian's Wall.	<b>Amazing Authors</b> Virtual visit from a Storytellers.	<b>Significant Scientists</b> Science investigation and discovery day.
<b>Core Values</b>	<b>Curiosity Enjoyment</b>	<b>Co-operation Respect</b>	<b>Resilience Motivation</b>	<b>Positive Attitudes Empathy</b>	<b>Perseverance Independence</b>	<b>Honesty Responsibility</b>
<b>English</b>	<b>Harry Potter text</b> Character descriptions, adverbials and fronted adverbials & writing instructions using appropriate grammar, spelling and punctuation skills.	<b>Harry Potter text</b> Explanatory texts (Guide), using speech and developing appropriate grammar and punctuation skills. <b>Y4 Remembrance Service</b> Poetry, stories linked to WW1.	<b>Texts linked to the Romans to inspire our writing.</b> Setting descriptions and diary writing using appropriate grammar, spelling and punctuation skills.	<b>Texts linked to the Romans</b> Non-chronological report writing - Roman Army, setting description and recounting. Writing myths/ legends using appropriate grammar, spelling and punctuation skills.	<b>Award winning novel by a popular Children's Author.</b> Character descriptions writing a narrative based on story and creating a play script.	<b>Reports about Significant scientists and how their work has changed lives overtime.</b> Research skills, note-taking, biography writing using appropriate grammar, spelling and punctuation skills.
<b>Maths</b>	Numbers to 10, 000. Rehearse and learn, by heart, multiplication facts. Develop effective fluency skills to answer arithmetic questions.	Build on addition and subtraction skills. Rehearse and learn, by heart, multiplication facts. Develop effective fluency skills to answer arithmetic questions.	Multiplication & Division Graphs Rehearse and learn, by heart, multiplication facts. Develop effective fluency skills to answer arithmetic questions.	Fractions, Decimals Time Rehearse and learn, by heart, multiplication facts. Develop effective fluency skills to answer arithmetic questions.	Money Roman Numerals Mass, Volume and Length Multiplication facts. Develop effective fluency skills to answer arithmetic questions.	Area of figures Geometry Position and Movement Multiplication facts. Develop effective fluency skills to answer arithmetic questions.
<b>Text</b>	<b>Harry Potter and the Philosopher's Stone</b> by J. K. Rowling.	<b>Harry Potter &amp; Philosopher's Stone</b> by J. K. Rowling. <b>In Flanders Fields</b> <b>Poppy Field</b> -Michael Morpurgo	<b>Roman Wall</b> by Teresa Breslin <b>Roman Invasion</b> by Jim Eldridge.	<b>Escape from Pompeii</b> by Christina Balit. <b>The Story of Romulus and Remus</b> (myths and legends).	<b>Who Let the Gods Out?</b> By Maz Evans	<b>Who Let the Gods Out?</b> By Maz Evans
<b>History</b>	<b>Britain's settlements by Anglo Saxons and Scots.</b> Use sources and info to find key facts. Who were the Anglo-Saxons? Why and how did they settle in Britain?	<b>Britain's settlements by Anglo Saxons and Scots.</b> Why is the Battle of Hastings such a significant historical event? Significant historical figures – Alfred the Great.	<b>The Roman Empire</b> Its impact on Britain. Who were the Romans and why did they invade Britain? How were the Romans able to secure a formidable Roman Empire?	<b>The Roman Empire</b> Its impact on Britain. Influential figures during the Roman Empire. How did the Romans change Britain?	<b>Crime and punishment from the Anglo-Saxons to the present.</b> Changes in crime and punishment through time from 1066. How have the changes impacted on modern day life?	<b>Crime and punishment from the Anglo-Saxons to the present.</b> What impact has crime and punishment through time since 1066 had on our local area?
<b>Geography</b>	<b>Climate Change</b> Inform children about COP26. How can we make a difference to our world to reverse/ or slow down climate change?	<b>Climate Change</b> What is a climate zone? Comparing different climate zones. Impact of natural disasters on human settlement?	<b>Human and Physical Geography</b> Build on prior knowledge of UK regions by using maps to locate countries of Europe. Identify hilliest areas and flattest areas as well as decide which rivers they think are the largest.	<b>Physical Geography</b> Earthquakes & Volcanoes (Pompèii). Locate places in the world where volcanoes occur. Draw diagrams, produce writing, & use correct vocabulary for each stage of process of eruption. How volcanoes affect human life	<b>World Map including online atlases.</b> Finding cities on a map. Countries of Europe (Including Russia.) Flags of the world. Using maps to explore our local area. Use the language of 'north', 'south', 'east', 'west' to relate countries to each other.	<b>Fair Trade</b> Identify trade links around the world based on a few chosen items e.g. coffee, chocolate, bananas. Discover where food comes from. Discuss and debate fair trade.
<b>RE</b>	<b>Who is a Hindu and what do they believe?</b> <b>Diwali: 4 Nov 2020</b> Explore festivals and traditions celebrated in Britain by Hindus. <b>Advent</b> -What do the candles on an Advent wreath symbolise?		<b>L2.9 What can we learn from religions about deciding right and wrong?</b>	<b>L2.3 Why are religious figures inspiring to some people?</b>	<b>L2.5 Why are festivals important to religious communities?</b>	<b>L2.6 Why do some people think that life is a journey and what significant experiences mark this?</b>
<b>Art</b>	<b>Drawing</b> Sketch portrait & explore relationships between line & tone. Study Van Gogh. <b>Painting</b> Painting of 'Hogwarts night sky', inspired by Van Gogh's Starry Night. Colour mixing	<b>Printing</b> Look at work by William Morris Block and roller printing  <b>Textiles/Collages</b> Christmas collage	<b>Sculpture/3D form</b> Roman pottery Roman shields  <b>Artists</b> Modern – Anish Kapoor Historical - Michelangelo	<b>Drawing/Painting</b> Painting over a period of time Look at Chagall – talk about dreams & fantasy. Listen to dreamlike music & record response. Colour work on mixing landscape colours Volcano – colour work/ painting.	<b>Printing</b> Look at Stacey Chapman Low relief prints Develop a drawing into a tessellating pattern <b>Textiles/Collage</b> Look at famous textile artists Design and make pencil cases	<b>Sculpture/3D form</b>  Wire maquettes Natural art sculptures  <b>Artists</b> Andy Goldsworthy Calder

<b>DT</b>	<b>Electrical Circuits</b> Create own electrical blub system with a series circuit incorporating switches, bulbs, buzzers and motors. Evaluate ideas and products against their own design. <b>Design an alarm for Harry Potter using an electrical circuit.</b>	<b>Food</b> What is a healthy, balanced diet? Use techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. Evaluate ideas and products against their own design. <b>Prepare a meal for Harry Potter to take on his journey to Hogwarts.</b>	<b>Frames (Nets)</b> Select & use a range of materials & components including construction materials according to functional properties. Evaluate ideas & products against own design. <b>Design, make &amp; build a Roman Fort using nets.</b>	<b>Leavers and Linkages</b> Design & create a moveable structure. Understand & use mechanical systems in their products [for example, gears, pulleys, cams, levers, and linkages]. Evaluate ideas and products against their own design. <b>Roman toys – design a horse’s chariot.</b>	<b>Textiles (Template and Patterns)</b> Join and combine materials, sew using a range of different stitches. Evaluate their ideas and products against their own design. <b>Can you design, make and evaluate a pencil case for Matilda?</b>	<b>Pneumatic Systems</b> Use research and develop design criteria to inform the design of innovative, functional appealing products that are fit for purpose. Evaluate their ideas and products against their own design. <b>Let’s go fly a kite... Research, design and make a kite.</b>
<b>Science</b>	<b>Electricity</b> Use knowledge & skills about electricity. Design & test a circuit. Construct circuits and explore which materials can be used instead of wires	<b>States of matter</b> Discover what a solid, liquid and gas are made of. Change states of matter using heat or cooling with butter, chocolate and ice-cream	<b>Animals, including humans</b> Know all about the digestive system, parts of the body including teeth and what the effects are of eating different foods	<b>Living things and their habitats</b> Observe plants & animals in different habitats. Compare & contrast observations. Fieldwork studies	<b>Finish units Working Scientifically Recovery Curriculum</b>	<b>Sound</b> Make sounds with a range of objects. Use objects that change in feature to change pitch and volume. Measure sounds over different distances
<b>Computing</b>	<b>Programming</b> We will design, write and debug programs to create a digital quiz game.	<b>Digital Literacy/ E-Safety</b> Learning to use word processors and how to send e-mails.	<b>Data</b> How do search engines work? Recap algorithm & see how they are used in real world. Use ‘data loggers’ to collect, analyse and evaluate data	<b>Media skills</b> Use MS Word to present writing. Process of sending emails & how they are instantaneous. Use app stop motion to create videos	<b>Impact on Technology</b> Understand a network & the resources they can access, including the Internet. Identify key words to search for info on the Internet considering the reliability.	<b>Programming (Part 2)</b>
<b>Music</b>	<b>Group and name main orchestral Kodaly Rhythm Notation</b>	<b>Singing - Remembrance Dynamics / Tempo / pulse / Rhythm &amp; Duration / Pitch / Structures</b>	<b>Instruments – Recorder</b> Learn how to play the recorder.	<b>Instruments - Recorder</b> Perform a short piece of music using the recorder.	<b>Clapping / Instrument Improvisation (Using IDM’s to help)</b>	<b>Composing with symbols</b>
<b>PSHCE/RSE</b>	<b>Positive friendships, including online</b> The difference between a stranger and someone who can help me. <b>What British Values looks like in our school</b> Respecting differences and similarities Responding to hurtful behaviour, managing confidentiality Recognising online risks Discussing differences sensitively, belonging, managing frustration		<b>What makes a community</b> shared responsibilities <b>How data is shared and used</b> Antibullying, managing physical contact, research <b>Making decisions about money</b> Using and keeping money safe		<b>Maintaining a balanced lifestyle</b> Oral hygiene and dental care, why sleeping is important, dietary choice. <b>Physical and emotional changes in puberty</b> External genitalia, personal hygiene, support with puberty, boundaries. <b>RSE puberty emotions and feelings, personal hygiene.</b> <b>Medicines and household products</b> Drugs common to everyday life.	
<b>Safeguard</b>	Washing hands P.E. getting dressed Bonfire/firework safety/fire drill. E-safety - weekly topic Forest school – road safety, keeping safe outside	Anti-bullying week Healthy eating (DT) Kindness – be kind to others. Strange Danger (PSHCE) Lockdown drill. Cooking equipment & Fire safety (camp)	Swimming – bus travel safety, pool safety, dressing in separate changing rooms.	Safety on school visit/ overnight residential (Hadrian’s Wall).	Understanding our bodies – growing and changing (RSE). Use of needles (DT)	Transition to new year group/school.
<b>PE</b>	<b>Games (outdoor)</b> Developing throwing and catching skills within Quidditch. <b>National Forest Schools Day.</b> Map reading skills. <b>Tri-golf</b> <b>Daily skipping &amp; ‘Brain Break’ Challenges.</b>	<b>Gymnastics (indoor)</b> Hurdle step onto springboard. Squat & straddle on vault. Star, tuck, straddle, pike jump off. <b>Outdoor Adventurous Orienteering (outdoor)</b> Map reading & orienteering skills. Link to Forest School. <b>Archery</b> <b>Daily skipping</b> <b>Daily ‘Brain Break’ Challenge</b>	<b>Swimming</b> Develop competencies, confidence and proficiency in the water. Develop different swimming strokes. <b>Box to be fit</b> using medicine balls, fitness pads and mitts, skipping ropes and blueberry bounce balls. <b>Daily skipping &amp; ‘Brain Break’ Challenges.</b>	<b>Dance (indoor)</b> Compose a dance that reflects the chosen dance style. <b>Games</b> Developing striking, attacking, and defending skills within Hockey. <b>Daily skipping</b> <b>Daily ‘Brain Break’ Challenges.</b>	<b>Athletics</b> Develop running, jumping and throwing skills. <b>Outdoor Adventurous</b> Plan and organise a trail that others can follow. <b>Daily skipping</b> <b>Daily ‘Brain Break’ Challenges.</b>	<b>Athletics</b> Develop running, jumping and throwing skills. <b>Games</b> Developing striking and hitting skills through tennis. <b>ML Sports</b> <b>Daily skipping</b> <b>Daily ‘Brain Break’ Challenges.</b>
<b>MFL</b>	<b>The face</b> Recognise parts of the face.	<b>Months, days and festivals in France.</b> Christmas in France.	<b>Pets</b> Write simple sentences about pets.	<b>The market</b> Recognise items sold in a market. Produce a dialogue.	<b>Music</b> Musical instruments - perform French rap in Z-factor style.	<b>Fashion</b> Read, write & name items of clothes. Use in different scenarios.