



# Curriculum Overview – Year 4



2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Burps, Bottoms and Bile		The Vikings	Traders and Raiders	Gods and Mortals	
English	<p>Storytelling – Tattercoats</p> <p>Diary Entry - Diary of the Killer Cat</p> <p>Character description</p> <p>Creative writing</p> <p>Writing in role</p>	<p>Playscript – Diary of the Killer Cat</p> <p>Descriptive writing</p> <p>Writing in role</p> <p>Demon Dentist</p>	<p>Story Writing– The Princess and the Pea</p> <p>Publish a Fairy Tale</p> <p>Write a description - George’s Marvellous Medicine</p> <p>Instructions</p> <p>Poetry</p> <p>Alliterations</p>	<p>‘Tuesday’ by David Weisner</p> <p>Creative Writing</p> <p>Witness Statements</p> <p>Newspapers</p>	<p>Storytelling – Bimwilli and the Zimwi</p> <p>Greek Myths and Legends</p>	<p>Kensuke’s Kingdom</p> <p>Character descriptions, creative writing</p> <p>Writing in role</p>
Oracy	Summarise the contribution of one participant.	Pause at appropriate points to allow for an audience’s reaction.	Take on the summariser role in a trio discussion. Show awareness of collocations.	Project voice to the back of the hall and maintain that without shouting.	Cite evidence from the text in reading lessons.	Write own short contribution to be delivered during an assembly
Maths	<ul style="list-style-type: none"> <li>Count in multiples of 6, 7, 9, 25 and 1000</li> <li>Count backwards through zero to include negative numbers</li> <li>Find 1000 more or less than a given number</li> <li>Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</li> <li>Order and</li> </ul>	<ul style="list-style-type: none"> <li>Find 1000 more or less than a given number</li> <li>Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</li> <li>Order and compare numbers beyond 1000</li> <li>solve addition and subtraction twostep problems in contexts, deciding which operations</li> </ul>	<ul style="list-style-type: none"> <li>Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</li> <li>Measure and calculate the</li> </ul>	<ul style="list-style-type: none"> <li>Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</li> <li>Recognise and show, using diagrams, families of common equivalent fractions</li> <li>Add and subtract fractions with the</li> </ul>	<ul style="list-style-type: none"> <li>Recognise and write decimal equivalents of any number of tenths or hundredths</li> <li>Recognise and write decimal equivalents</li> <li>Round decimals with one decimal place to the nearest whole number</li> <li>Compare numbers with the same number of decimal places up to two decimal</li> </ul>	<ul style="list-style-type: none"> <li>Read, write and convert time between analogue and digital 12- and 24-hour clocks</li> <li>Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</li> <li>Compare and classify geometric shapes, including quadrilaterals and</li> </ul>

	<p>compare numbers beyond 1000 find 1000 more or less than a given number</p> <ul style="list-style-type: none"> <li>• Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</li> <li>• order and Compare numbers beyond 1000</li> <li>• Find the area of rectilinear shapes by counting squares</li> </ul>	<p>and methods to use and why recall multiplication and division facts for multiplication tables up to 12 x 12</p> <ul style="list-style-type: none"> <li>• Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers</li> </ul>	<p>perimeter of a rectilinear figure (including squares) in centimetres and metres</p>	<p>same denominator 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</p>	<p>places</p> <ul style="list-style-type: none"> <li>• Solve simple measure and money problems involving fractions and decimals to two decimal places</li> <li>• Estimate, compare and calculate different measures, including money in pounds and pence</li> <li>Convert between different units of measure [for example, kilometre to metre; hour to minute]</li> <li>• Estimate, compare and calculate different measures</li> <li>• Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</li> </ul>	<p>triangles, based on their properties and sizes</p> <ul style="list-style-type: none"> <li>• Identify lines of symmetry in 2-D shapes presented in different orientations</li> <li>identify acute and obtuse angles and compare and order angles up to two right angles by size</li> <li>• Identify lines of symmetry in 2-D shapes presented in different orientations</li> <li>• Complete a simple symmetric figure with respect to a specific line of symmetry</li> <li>• Describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>• Describe movements between positions as translations of a given unit to the left/right and up/down</li> <li>• Plot specified points and draw sides to complete a given polygon</li> </ul>
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Science	Animals incl humans	Electricity	States of matter	Living things and their habitats	Sound
PE	<b>PE Sessions: Swimming, Fitness, Dance</b> Copy, remember and adapt set choreography. Choreograph considering structure individually, with a partner and in a group. Accurately follow instructions given by a peer and give clear and usable instructions to a peer. Confidently communicate ideas and listen to others before deciding on the best approach.		<b>PE Sessions: Gymnastics, Taekwondo</b> Use body tension to perform balances both individually and with a partner. Demonstrate increasing strength, control and technique when taking own and others weight. Demonstrate increased flexibility and extension in more challenging actions. Plan and perform sequences showing control and technique with and without a partner.	<b>PE Sessions: Dance, Athletics</b> Use action and reaction to represent an idea. Change dynamics to express changes in character or narrative. Use counts when choreographing short phrases. Plan and apply strategies to solve problems. Identify key symbols on a map and use a key to help navigate around a grid. Watch, describe and evaluate the effectiveness of their team strategy, giving ideas for improvements.	
Computing	Change font size, colour, background, shading for their Name Learn to create a Year 4 folder and save work in it Open a document, edit it and save it Connecting Networks		Recording sound Creating media – Audio production Plan a podcast	Scratch – Imagine a world Make a chasing game	
History	Anglo-Saxons		The Vikings	Ancient Greece	
Geography	What do we know about the North- East region of England?		What can we discover about Europe?	What happens when the land meets the sea? Should the coast be protected? Seaham	
DT	Design, make, evaluate a Saxon Village Christmas decorations		Food Technology – European Food	CAMS - Gods	
Art	Study Anthony Gormley – Angel of the North Christmas cards / calendars		Observation drawing, Sketching and drawing to Scale	The Great Wave off Kanagawa Water Colours Sea glass art	
Music	Pulse, pace, rhythm - 2 rhythms together - body percussion - Anna Meredith Mamma Mia rhythm patterns after a rest / silence Pitch, timbre - Instrumental sounds  Music Specialist – Basic Musical Skills		Beat & Rhythm - Patterns and structure Comparing metre: 2,3,4 time 'Stop!' – making a rap Lean on me - Soul and Gospel music - interrelated dimensions of music  Music Specialist - Ukulele	Structure - Repetition and contrast Texture – combining sounds Interrelated dimensions of music Blackbird song  Music Specialist - Ukulele	

