



# YEAR 4 CURRICULUM OVERVIEW 2022/23

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
<b>English</b>	Fiction texts. We will read Pullman's 'The Firework-Maker's Daughter' and continue to build strategies as to how to access a text using VIPERS. Pupils will develop their vocabulary and write diaries, letters, newspapers and short stories. Spelling activities will take place at the start of every lesson and punctuation and grammar will be taught using the text. There is also a designated weekly SPaG lesson and cursive handwriting focus.	Poetry. We will explore visual poetry and how powerful images can create verse. Pupils will be encouraged to use alliteration, similes, vigorous verbs and awesome adverbs in their own poetry. Every child will learn a poem of their choice and perform it in class. SPaG will continue to be taught in the same way.	Animals in fiction. We will read Morpurgo's 'The Butterfly Lion' and 'Kasper King of Cats', continuing to develop VIPER skills, especially empathy and inference. Pupils will respond to the texts with a variety of both informal and formal written tasks. We will produce creative, kinaesthetic reactions to the main animal characters. SPaG will continue to be taught in the same way.	Descriptive Writing. Using short films from 'The Literacy Shed' creative writing skills will be strengthened focussing on sensory descriptions. Pupils will build on and extend effective planning from Year 3 for story and poetry writing. SPaG will continue to be taught in the same way.	Merlin's Magic. Pupils will enter the magical world of Merlin, King Arthur's servant and secret protector. They will again use VIPERS to gain a deeper understanding of the text and respond in a variety of written genres-producing their own magical narrative. SPaG will continue to be taught in the same way.	The Lion's Lair. We will look at popular adverts old and new and discuss what makes them successful and well-remembered. Pupils will design their own products and then focus on persuasive writing to produce group advertising campaigns. These will include promotional merchandise, jingles and scripted and recorded television adverts. SPaG will continue to be taught in the same way.
<b>Maths</b>	Place value - Round to the nearest 10 & 100, 1000, count in 1,000. Partitioning. the number line to 10,000. 1,000 more or less. Compare 4-digit numbers and order them. Introduce negative numbers. Addition & Subtraction - Add two 4 digit numbers with no exchange, one exchange and more than one exchange. Subtract two 4 digit numbers with no exchange, 1 exchange and more than 1 exchange. Efficient subtraction. Estimate answers and checking strategies. Multiplication & Division - Multiply and divide by 10, 100. Multiply by 1 and 0. divide by 1 and itself. Multiply and divide by 6. Multiply and divide by 9. Multiply & divide by 7.		Multiplication & Division - The 11 and 12 times-table. Multiplying 3 numbers. Factor pairs. Efficient multiplication. Written methods. Multiply 2-digits by 1 digit. Multiply 3-digits by 1-digit. Divide 2-digit by 1 digit and 3-digit by 1 digit. Area - What is area? Counting Squares making shapes, Comparing area. Fractions - What is a fraction?, Equivalent fractions, fractions greater than 1, Count in fractions, add two or more fractions. Subtract 2 fractions. Subtract from whole amounts. Calculate fractions of a quantity. Decimals - Recognise tenths and hundredths. Tenths as decimals, Tenths on a place value grid, tenths on a number line. Divide 1 and 2 digits by 10. Hundredths as decimals, hundredths on a place value grid. Divide 1 and 2 digit numbers by 100.Length & Perimeter - Kilometres. Perimeter on a grid. Perimeter of a rectangle. Perimeter of rectilinear shapes.		Decimals - Make a whole. Write decimals. Compare, order and round decimals. Halves and quarters. Money - Pounds and pence, ordering money, estimating money, four operations with money. Time - Hours, minutes and seconds. Years, months and days. Analogue to digital - 12 hour and 24 hour. Statistics - Interpret charts, Comparison, sum and difference, introducing line graphs, using line graphs. Properties of Shape - Identify angles, Compare and order angles, Triangles, Quadrilaterals, Lines of symmetry. Position & Direction - Describe position, Draw on a grid, Move on a grid, Describe movement on a grid.	
<b>Science</b>	Living Things and habitats Sound		Electricity Digestion		Food Chains and Energy Water and Air	
<b>Humanities</b>	How to use your Bible How does the earth shake, rattle and roll? Jesus' childhood		How did the UK change with the Tudors? (linked to RE) Different denominations within Christianity Hinduism		Do we like to be beside the seaside? Anglo Saxons	
<b>Spanish</b>	Pupils will learn how to meet and greet people in Spanish, how to ask and say their name and how they are feeling. Topics will include numbers up to 31, colours, days of the week and months. There will also be a cultural focus on how Christmas is celebrated in Spain, and typical Spanish traditions.		Topics this term will include classroom items and describing what you have in your pencil case and school bag. The focus for the second half of the term will be on animals and talking about what pets you have. Pupils will also learn about the Easter traditions in Spain for Semana Santa.		Pupils will learn the body parts in Spanish and how to say if something is hurting. The final part of the term will concentrate on the fairy tale "Ricitos de Oro y Los Tres Osos" (Goldilocks and the Three Bears).	
<b>Art</b>	Pupils experiment with media and approaches throughout the year. Introduced to a mixture of artists and cultures, including Corish artists/ceramicists. Colour theory; drawing and painting to music; experimenting with mixed media, mark-making in 2D & 3D (ceramics).		Relief printing - Diwali and rotated patterns; design skills; printing skills; colour mixing; organisation; creativity; growing independence. IT. Clay - relief tiles with coloured slips and sgraffito. Drawing complex shapes and design skills. American Indian totems. Artist workshop tbc.		Approaches to landscape. e.g. Hockney, Impressionism. Drawing and painting outside, group work, approaches to recording the environment. Poster paint and mixed media. Colour mixing. Narrative in art - following on from the long painting, to make books and journals. A mix of 2D and 3D activities recording outside, including simple photography.	
<b>DT</b>	The children will generate their own ideas using experiences and existing products. They will learn to make models/prototypes using card. These models are then used as templates for their final projects. They will know that materials have functional and aesthetic qualities; that systems have an input, process and output. They will begin to use technical vocabulary.		Development of drawing skills. Use of computer aided design to help design a project. The children will learn to order the main stages of making. They will gain further knowledge of selecting suitable tools, equipment, materials and components and they will be able to explain their choices.		Children will generate realistic ideas based on user needs. They will use a range of drawing skills, discussion, prototypes, pattern pieces and computer-aided design. They will learn to solder electronic components and gain knowledge of circuit design; become more aware of electronics in our world and begin to think of the design that has gone into everyday devices/products. The pupils will incorporate a simple circuit into one of their projects. They will be introduced to metals.	
<b>Music</b>	Musicianship and developing music literacy.  Year 4 Instrumental Scheme. Beginners Ukulele, Violin and Guitar  Listening to and appreciating diverse musical styles.  Inspirational performances.		To learn about Grieg's Hall of the Mountain King and to compose their own piece of music to accompany a clip from How to Train your Dragon using Grieg as a stimulus.  Musicianship and developing music literacy. Year 4 Instrumental Scheme  Listening to and appreciating diverse musical styles. Inspirational performances.		Using Art as a stimulus to composition.  Musicianship and developing music literacy.  Year 4 Instrumental Scheme.  Listening to and appreciating diverse musical styles.  Inspirational performances.	
<b>Drama</b>	Activities designed to explore use of the body, use of the voice, working as part of a team, awareness of audience.		Activities designed to explore performance skills (use of space, learning lines and cues, developing roles through rehearsal).		Activities designed to explore performance skills (use of props, concentration, self-organisation, teamwork) and drama activities to improve confidence and expression.	

<b>Computing</b>	Programming - repetitions in shapes. Computer systems and networks.	Creating and editing music electronically. Programming - repetitions in games.	Creating media - photo editing Data information - data logging.
<b>PE</b>	Gymnastics Swimming: relearn some basic skills and building on those with progressive practices in each of the four strokes.	Racket Sports Swimming: continue with a high standard of basic good practices such as push and glides with streamling every time the children start.	Athletics Swimming: with increased endurance and skills the children will follow a simple program as well as practice drills and whole stroke work. Water safety skills and knowledge will be revised as many increase their use of outdoor water activities.
<b>Games</b>	Mixed football, mixed tag rugby, mixed hockey, mixed netball.	Mixed tag rugby, mixed football, mixed hockey, mixed netball.	Mixed cricket
<b>PSHE</b>	Being Me in My World - 'Who am I and how do I fit?' Celebrating Difference - Respect for similarity and difference. Anti-bullying and being unique.	Dreams and Goals - Aspirations, how to achieve goals and understanding the Healthy Me - Being and keeping safe and healthy.	Relationships - Building positive, healthy relationships. Changing Me - coping positively with change.