



Curriculum Overview

Year: 4

English	<ul style="list-style-type: none">- In exploring Norse myths, develop characterisation, linking dialogue with accurate speech punctuation.- Gather information from several sources to write an independent non-chronological report.- Read, recite & respond to a riddles and narrative poems.- Adapt a scene from a familiar story into play text.- Present a point of view, convincing others to agree with you through a variety of persuasive techniques.- Write an explanation in an impersonal, informative style.- Present both sides in a balanced discussion.- Research poetic techniques used by Michael Rosen & make personal responses to his poetry.
Mathematics	<ul style="list-style-type: none">- Develops the mathematics they use in a wide range of contexts- Chooses equipment appropriate to the task independently- Poses and answers questions related to a problem and suggests a range of possible approaches- Represents problems pictorially- Presents work in a clear and organised way- Begins to work in an organised way- Discusses mathematical work and uses mathematical language in a more precise and accurate way- Uses facts and procedures to solve more complex problems- Develops own strategies for solving problems- Finds solutions that match the context of the problem- Solves problems with more than one step- Makes connections to previous work- predicts conclusions and reasons why- Makes valid inferences when referring to own work- Identifies and seeks patterns- Forms generalised rules in words- Explains answers and solutions by referring to their work- Identifies irrelevant information- Uses lists and tables to identify and organise information- Breaks down problems into simpler steps
Science	<ul style="list-style-type: none">- Sound, set up simple enquiries & fair tests, use results to draw simple conclusions.- Living Things in their habitats, use secondary sources to answer questions & record data in a variety of ways.- States of matter, make systematic observations, take accurate measurements & identify differences & similarities.- Animals including humans, use straightforward scientific evidence & language to ask & answer questions & write explanations.

	<ul style="list-style-type: none"> - Electricity, use a range of equipment to set up fair tests and use data to raise further questions.
Computing	<ul style="list-style-type: none"> - We are software developers, develop an educational computer game using selection and repetition and to understand and use variables. - We are toy designers, design and make an on-screen prototype of a computer-controlled toy and understand forms of input and output. - We are meteorologists, understand different measurement techniques for weather and use computer-based data logging to record weather data. To use spreadsheets to create charts and analyse data, exploring inconsistencies and make predictions.
Religious Education	<ul style="list-style-type: none"> - Hindu Teachings About God – discover Hindu Gods & Goddesses, beliefs and worship - Incarnation – explore the Trinity in Christian lives, texts and worship. - Belonging to a Faith – understand what it is to ‘belong’ and how this is central to the Sikh religion. - Salvation – Why do Christians Call the Day Jesus Died, Good Friday? – describe how Christians show their beliefs. - Sacred texts – compare Christian, Hindu and Sikh texts. - Kingdom of God – make links between the story of the day of Pentecost and Christian belief about the Kingdom of God on Earth.
Art	<ul style="list-style-type: none"> - Viking Art: explore themes & designs used by Viking craftsmen through sketching, painting and clay work. - Egyptian Art: understand the importance of art as an artefact in learning about Ancient Egyptian life, producing own work to reflect this. - Artist study: learn about the development of Matisse’s ‘Painting with Scissors’, creating own responses to this technique.
Design & Technology	<ul style="list-style-type: none"> - Share and clarify ideas through discussion - Use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate ideas - Select tools and equipment suitable for the task - Select materials and components suitable for the task - Order the main stages of making - Follow procedures for safety and hygiene - Use a wider range of materials and components than KS1, including construction materials and kits, textiles, food ingredients, mechanical components and electrical components - Measure, mark out, cut and shape materials and components with some accuracy - Assemble, join and combine materials and components with some accuracy - Apply a range of finishing techniques - Refer to their design criteria as they design and make - Use their design criteria to evaluate their completed products - Know that a healthy diet is made up from a variety and balance of different food and drink

	<ul style="list-style-type: none"> - Know that to be active and healthy, food and drink are needed to provide energy for the body - Understand how to prepare and cook a variety of predominantly savoury dishes safely and hygienically - Use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking
Geography	<ul style="list-style-type: none"> - Mountains in Europe: map work to link European locations to significant ranges; describe & understand key aspects of mountains. - Recycling: research & consider methods of refuse disposal on land use & natural resources; individual enquiry & action plan - France: use maps, photographs & digital technology to explore the human & physical geographic features of the Charantes- Maritime region in France.
History	<ul style="list-style-type: none"> - The Vikings: develop a chronological understanding of British History & recognise how a range of sources can be used to gather information. - Ancient Egypt: respond to maps, images & artefacts to recognise the achievements of an early civilisation. - Datchworth in WW2: use a range of primary & secondary sources to explore local experiences during World War Two.
Languages	<ul style="list-style-type: none"> - L'école Magique: days of the week, pets, numbers - Que la fête commence!: months, celebrations & festivities - Bon appétit! : family & pastimes - Boucle d'Or et les trois Ours: rooms & furniture in a house - Autour du Monde: countries & methods of transport <p>Pupils join in with songs, rhymes & poems and respond to questions & instructions with increasing understanding.</p> <p>Pupils decode words in simple sentences, read and translate stories. Writing words and simple sentences is developed by using indefinite & definite articles in singular and plural, spelling rules for plural nouns and adjectives with more confidence</p>
Music	<ul style="list-style-type: none"> - Dragon Scales – exploring pentatonic scales - Painting with Sounds – exploring sound colours - Salt, pepper, vinegar, mustard – exploring singing game
Physical Education	<ul style="list-style-type: none"> - Games: Hockey, Netball, Basketball, Outdoor & adventurous activities - Gymnastics - Dance - Athletics - Swimming
PSHE	<ul style="list-style-type: none"> - New Beginnings – a new start with positive mind-set - Going For Goals – what makes you an effective learner? - Getting On & Falling Out – being a good friend - Good to be Me – hopefulness - Say No to Bullying – being part of the solution - Changes – accepting change and moving forward

