Curriculum Overview for Year 4: Spring Term

English

Writing

'The Egyptian Cinderella' by Shirley Climo
The White Giraffe by Lauren St John

Skills:
Discussing and recording ideas
Composing and rehearsing sentences orally, progressively building a varied and rich vocabulary and increasing a range of sentence structures.
In narratives, creating settings, characters and plot
In non-narrative material, using simple and organisational devices (headings & subheadings)
Organising paragraphs around a theme
Proofread spelling and punctuation errors.
Proposing changes to grammar and vocabulary to improve consistency
Assessing the effectiveness of their own and others' writing
Extending the range of sentences with more than one clause by using conjunctions
Using commas after fronted adverbials
Indicating possession with possessive apostrophes with singular and plural
Using punctuation for direct speech
Knowledge:
Explanation texts (Mummification)
Stories from different cultures
Newspapers (Warthog attack)
Magazines/Persuasion (Martine convincing Grandma to let her ride the white giraffe)
Information texts/Non chronological reports (Mini book on Ancient Egypt)
Poems to perform
Biography (Howard Carter)
Balanced Discussion (Should Martine wander through the Savannah alone?)

Reading

'The Lion and Albert' by Marriott Edgar - Poetry
'Great Women Who Changed the World' by Kate Pankhurst - Non-Fiction
'The White Horse of Zennor' by Michael Morpurgo

Skills:
Recognise some different forms of poetry
Perform plays and poetry aloud using intonation, tone, volume and action
Use evidence to justify inferences
Draw inferences about feelings, thoughts & motives
Predict future events from details stated in the text
Read aloud and understand words based on knowledge of root words, prefixes & suffixes
Read further exception words, including those with unusual spelling or sounds
Check that a text makes sense, including explaining the meaning of words in context
Use dictionaries to check the meaning of words
Identify and summarise the main ideas drawn from more than one paragraph
Identify how language contributes to meaning
Use evidence to justify inferences
Use dictionaries to check the meaning of words
Discuss words/phrases which capture the reader's interest
Knowledge
Teaching should be directed towards developing their vocabulary
Reading books that are structured in different ways.
Develop an understanding and enjoyment of stories.
Listen and discuss a wide range of fiction
Increasing familiarity with a range of books including *fairy stories (Cinderella)*, myths and legends.
Reading enables pupils to develop *culturally, emotionally, intellectually, socially* and spiritually

Religious Education

Symbols and Religious Expression: *Hinduism & Judaism*

Subject Endpoints:
Skills
Write thoughtfully about a special place
Explain personal beliefs
Understand what is special to me

Knowledge
Consider why people go on pilgrimages
Suggest how and why belonging to a community might be valuable to Hindus and Jewish people
Consider a spiritual (non-religious) pilgrimage
Research the significance of the Ganges
Research the significance of the Western Wall

Art

Water Colours (Joseph Thiongo)

Subject Endpoints
Skills
Develop techniques including the use of materials (creating an accurate picture of an animal and creating an effective background).
Use different techniques to put water colour onto a page.
Understand and create texture while drawing.
Improve mastery of techniques including painting/drawing with a range of materials (using water colour to create the background/using pencil to draw the animal).

Knowledge
Review and revisit ideas (progression from Sherwood Forest (Painting) and Romans topic (pencil drawing)).
To record observations (comment on existing art and experiment with different designs).
Learn about great artists

Maths

Fractions

Knowledge
Explore and work with fractions
Begin to count in tenths and making number pairs
Adding, subtracting and simplifying fractions
Comparing fractions with different denominators
Finding fractions of whole numbers

Skills
Count in tenths
Add and subtract fractions with the same denominators
Recognise and show equivalent fractions
Recognise and show equivalent fractions
Find the simplest form
Recognise, find and write fractions of discrete set of objects
Relate fractions to division
Solve problems involving addition and subtraction of fractions
Solve problems involving fractions and measurements

Angles

Knowledge:
Exploring angles using mathematical vocabulary
Making and finding angles in shapes
Learn the names of angles
Compare angles to one another and describe turns using angles and fractions

Skills:
Recognise angles as a description of a turn
Recognise angles as a property of shape
Identify right angles
Identify acute angles as smaller than a right angle
Identify an obtuse angle as greater angle than a right angle
Identify right angles and recognise two right angles make a half term, three make a three-quarter turn and four complete a turn.

Measurement: Perimeter of Figures

Knowledge
Explore perimeter without introducing area.
Measure the total length around a shape before moving onto grid paper
Calculate perimeter by adding all the lengths together
Skills
Determine the perimeter of basic shapes using grid paper to measure
Measure the perimeter using 1cm gird paper
Determine the perimeter of different shapes
Find perimeter of shapes using 2cm grids
Calculate perimeter of shape using a ruler
Calculate perimeter of a rectangle using multiplication and addition
Calculate perimeter by adding up the length of each side
Consolidate learning using practical word problems
Calculate the perimeter of a rectangle when a square piece has been removed

Line and Shapes

Knowledge:
Explore different types of lines in addition to properties of shapes (2D and 3D).
Identifying perpendicular, parallel, horizontal and vertical lines.
Describe and draw 2D shapes
Making 3D shapes using nets and clay

Skills:
Identify perpendicular lines
Identify parallel lines
Identify horizontal and vertical lines
Describe 2D shapes using angle and side properties
Draw 2D shapes
Make 3D shapes

End-of-Year tests & Remediation

Science

Animals Including Humans

Skills (Working Scientifically)
Identifying differences, similarities and changes related to simple scientific ideas and processes.
Gather, record, classify and present data in a variety of ways to help in answering questions.
Group living things in a variety of ways.

Knowledge
Describe the simple functions of the basic parts of the digestive system
Identify the difference types of human teeth
Construct food chains
Identify producers, predators and prey

Design & Technology

The Great Bread Bake Off (Cooking and Nutrition)

Subject Endpoints
Skills
Find out about important people and events in the past that have shaped the way bread is made and sold today.
Investigate and analyse a range of existing products.
Shape dough.
Think of original ideas for a product based on my design criteria.
Develop designs based on my design criteria and clearly communicate my final design.
Knead and bake.

Knowledge
Select ingredients and kitchen equipment to help me follow a bread making recipe.
Understand how key events and individuals in design and technology have helped shape the world.
Evaluate their ideas and products against their own
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
Generate develop, model and communicate their ideas through discussion and annotated sketches.
Select from and use a wider range of tools and equipment to perform practical tasks for example shaping accurately.
Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. in design and technology have helped shape the world.

Geography & History

Geography

Africa

Identify the largest urban areas in Africa and the deserts/plains and compare two different regions in Africa (rural/urban).

Skills
Use maps, atlases, globes, ordnance survey maps and digital/computer mapping (Google earth) to locate the countries of Africa.
To use maps, atlases, globes, Ordnance survey maps and digital/computer mapping (Google earth) to locate the countries, mountain ranges, capitals, rivers and oceans of Africa.
Use 4 figure grid references to read maps
Knowledge
Make connections between the equator and the tropics and Africa.
Identify the largest urban areas in Africa and the deserts/plains.
Compare two different regions in Africa (rural/urban).

History

Desert Discoveries

The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and

Skills
Locate the ancient Egyptian empire and its key places on a map.
Identify a primary and secondary source of information and give reasons.
Know that our knowledge of the past is constructed from a range of sources.
Knowledge
Place the ancient Egyptian civilization on a timeline and chart key events in its history.
Explain these events: Building of the Great Pyramid / Tutankhamun's death / Alexander the Great's conquer of Egypt / Rome's rule over Egypt / Discovery of tombs and hieroglyphics.
Use dates, the passing of time in both ancient and modern History

Music

Grime
Stop! by Joanna Mangona

Subject Endpoints
Skills
Perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of the great composers and musicians.

Knowledge
Identify basic musical styles through learning about their style indicators and the instruments played.

Find the pulse, the steady beat to the music and understand what that means.

More consistently use accurate musical language to describe and talk about music.

Listen to other ideas about music, respect those ideas and feelings.
Continue to realise/understand and show how pulse, rhythm and pitch fit together. Perhaps some of the other dimensions too.

PE

Gymnastics

Subject Endpoints
Skills
Improve the height achieved from a vertical jump with a standing start position.
Improve in a range of physical activities focused on improving agility, control and balance.
Collaborate and compete with others in pursuit of personal bests.
Develop agility, balance and co-ordination skills.
Knowledge
Compare performances with previous ones and demonstrate improvement to achieve their personal best.

Dance

Subject Endpoints
Skills
Explore and learn actions, gestures, body shapes, rhythms and travelling patterns that suit the style
Respond physically to a range of stimuli, particularly musical accompaniment
Knowledge
Perform dances using a range of movement patterns
Evaluate and recognise their own success

Sports hall Athletics

Subject Endpoints
Skills
Improve the height achieved from a vertical jump with a standing start
Learn how to combine a hop, step and jump to perform the standing triple jump.
Land safely and with control.
Begin to measure the distance jumped.
Perform a pull throw. Measure the distance of their throws.
Continue to develop techniques to throw for increased distance.
Perform and apply skills and techniques with control and accuracy.
Knowledge
Take part in a range of competitive games and activities.
Watch, describe and evaluate the effectiveness of performances, giving ideas for improvements. Modify their use of skills or techniques to achieve a better result.
Compare performances with previous ones and demonstrate improvement to achieve their personal best.

Computing

Digital Literacy
Privacy and Security
Knowledge
To describe strategies for keeping personal information private, depending on context.
To explain that internet use is never fully private and is monitored, e.g. adult supervision.
To know what the digital age of consent is and the impact this has on online services asking for consent.

Computer Science - Programming – Repetition in Shapes and Games
Subject Endpoints
Skills
This unit explores the concept of repetition and loops in programming using the Scratch environment.
Children look at the difference between count-controlled and infinite loops, and use their knowledge to program
animations and games using repetition, selection and simple variables.
Knowledge
Children can create programs by planning, modifying, and testing commands to create shapes, patterns and games.
Their final project is to design and create a game which uses repetition, applying stages of programming design throughout, debugging it to ensure it runs smoothly.

Health, well-being and life style.
Knowledge
To explain how using technology can be a distraction from other things, in both a positive and negative way.
To identify times or situations when someone may need to limit the amount of time they use technology.

Information Technology - Understanding and using Data – Spreadsheets
Subject Endpoints
In this unit, the children use a spreadsheet program to add a formula to a cell to automatically make a calculation in that cell. They use a series of data in a spreadsheet to create a line graph. They make practical use of a spreadsheet to help them plan actions and to find answers to their questions.
Knowledge
Children can collect and enter data within a spreadsheet. The can add a formula to a cell. This leads to the children being able to use spreadsheets to collate data and extract information from it to answer questions.

Foreign Languages

French

Boucle d'or et les Trois Ours & En classe

Subject Endpoints
Skills
Learn to listen to longer passages and understand more of what we hear by picking out key words and phrases from previous units, communicate with others with confidence and accuracy, ask and answer questions (and incorporate a negative reply), read short pieces, write short phrases, understand the concept of gender and which articles to use for meaning, use the negative form and possessive adjectives

Knowledge
Learn a new language through pictures, words and phrase cards

To say what you have and do not have in your pencil case in French

PSHRE

Dreams and Goals

Subject Endpoints

Skills
Know how to reflect on positive experiences to counteract disappointment
Know how to take steps to achieve a goal

Knowledge
Share hopes and dreams
Understand that hopes and dreams may not happen
Know how to work as a group to achieve a goal

Healthy Me

Subject Endpoints

Skills
Recognise different friendships can be formed
Understand people take roles as leaders and followers in groups
Recognise when people are putting me under pressure

Knowledge
Know facts about smoking and its impact on health
Know facts about alcohol and its impact on health
Explain ways to resist pressure
Have a clear understanding of right and wrong