

YEAR 4 CURRICULUM OVERVIEW

NORTH WALKDEN PRIMARY SCHOOL

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
ENGLISH Core texts	<p>The story of Tutankhamun</p>  <p>Non-fiction texts about Ancient Egyptian life</p> 	<p>There's a rang-tan in my bedroom</p>  <p>The Emerald Forest</p>  <p>The Great Kapok Tree The Great Kapok Tree</p>	<p>The Deadman's Cove</p>  <p>The Old Mill by Pie Corbett</p>  <p>The Lighthouse film clip on Literacy Shed</p>	<p>Charlie and the chocolate factory</p>  <p>Film clip to show when Charlie finds the golden ticket.</p>  <p>How is chocolate made?</p>	<p>The Stroodle Text by Jane Considine</p>  	<p>The River</p>  <p>The rhythm of the rain.</p>  <p>Journey of a river - film clip</p>

					
Writing genre covered throughout the year	Descriptions, instructions, recounts, narratives, informative, poetry, explanations, diary, advert				

MATHS

Programme of study (Statutory requirements)- Most children will

Data	Number, place value, approximation and estimation	Addition and subtraction	Geometry-property of shape
<ul style="list-style-type: none"> interpret and present discrete data using bar charts and continuous data using line graphs solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs. Measures 	<ul style="list-style-type: none"> count in multiples of 6, 7, 9, 25 and 1000 find 1000 more or less than a given number count backwards through zero to include negative numbers recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) order and compare numbers beyond 1000 identify, represent and estimate numbers using different representations 	<ul style="list-style-type: none"> add and subtract numbers with up to 4 digits using the efficient written methods of columnar addition and subtraction where appropriate estimate and use inverse operations to check answers to a calculation solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. 	<ul style="list-style-type: none"> compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes identify acute and obtuse angles and compare and order angles up to two right angles by size identify lines of symmetry in 2-D shapes

<ul style="list-style-type: none"> • convert between different units of measure (e.g. kilometre to metre; hour to minute) • measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres • find the area of rectilinear shapes by counting • estimate, compare and calculate different measures, including money in pounds and pence • read, write and convert time between analogue and digital 12 and 24-hour clocks 	<ul style="list-style-type: none"> • round any number to the nearest 10, 100 or 1000 • solve number and practical problems that involve all of the above and with increasingly large positive numbers • read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value. <p><u>Fractions</u></p> <ul style="list-style-type: none"> • count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten • 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 • identify, name and write equivalent fractions of a given fraction, including tenths and hundredths • add and subtract fractions with the same denominator. <u>Decimals and fractions</u> • recognise and write decimal equivalents of any number of tenths or hundredths • recognise and write decimal equivalents to $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$ • find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in 	<p><u>Multiplication and division</u></p> <ul style="list-style-type: none"> • recall multiplication and division facts for multiplication tables up to 12 • 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 recognise and use factor pairs and commutativity in mental calculations • multiply two-digit and three-digit numbers by a one-digit number using formal written layout • solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects. 	<p>presented in different orientations</p> <ul style="list-style-type: none"> • complete a simple symmetric figure with respect to a specific line of symmetry <u>Geometry- position, direction, motion</u> • describe positions on a 2-D grid as coordinates in the first quadrant • describe movements between positions as translations of a given unit to the left/right and up/down • plot specified points and draw sides to complete a given polygon.
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	<p>the answer as units, tenths and hundredths</p> <ul style="list-style-type: none"> round decimals with one decimal place to the nearest whole number compare numbers with the same number of decimal places up to two decimal places 		
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	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
HISTORY	What did the Ancient Egyptians believe?		British History 3: How hard was it to invade and settle in Britain?		How did the achievements of the Maya civilisation influence their society and beyond?	
GEOGRAPHY		Why are rainforests important to us?		Where does our food come from?		What are rivers and how are they used?
ART	Craft & Design: Ancient Egyptian scrolls		Drawing : Power prints		Craft & Design: Fabric of nature	

DESIGN TECHNOLOGY		Structure: Pavilions		Mechanical Systems: Making a slingshot car		Electrical systems: Torches
SCIENCE	Animals, including humans: Digestion & Food	Energy: Electricity & Circuits	Materials: States of matter	Energy: Sounds & Vibrations	Living things: Classification & Changing Habitats	Making connections: How does the flow of liquids compare?
COMPUTING	Digital Literacy: Online safety	Computer Science: Coding	Computer Science: Logo/ Microbits	Information Technology: Making music/ animation	Information Technology: Effective Searching/ AI	Information Technology: Writing for different purposes
MUSIC	Rock & Roll	Body & Tuned Percussion (Rainforest)	Changes in pitch, tempo & dynamics (Rivers)	Front Row Music Learning to play an instrument	Front Row Music Learning to play an instrument	Front Row Music Learning to play an instrument
RE	What does it mean to be a Hindu in Britain today?	How do people from religious communities celebrate key festivals?	What does it mean to be a Christian in Britain today?	Why is Jesus inspiring to some people?	Why do some people think that life is like a journey and what significant experiences mark this?	What can we learn from religions about deciding what is right and wrong?
PSHE	Family & Relationships	Family & Relationships Health & Wellbeing	Health & Wellbeing Safety & the Changing Body	Safety & the Changing Body	Citizenship	Citizenship Economic wellbeing Transition

PE	Invasion games	Dance	Gym Swimming	Net and wall games Swimming	Strike and field games Swimming	Athletics Swimming
MODERN FOREIGN LANGUAGES – FRENCH Language Angels Scheme of Work	<ul style="list-style-type: none"> • Les Couleurs (Colours) • Les Nombres (Numbers) • Les Jours (Days of the Week) • Les Mois (Months of the Year) • Le Phonetique (Phonics and Pronunciation) Lesson 1 and 2 	Intermediate Language Teaching: Je me Presente	Intermediate Language Teaching: La Famille	Intermediate Language Teaching: En Classe	Intermediate Language Teaching: As-tu U animal?	Intermediate Language Teaching: Au salon de the