

Curriculum Overview Year 4 - Summer Term

English	Science	Design & Technology	Maths
<p>Key texts – Grandpa Chaterjee Wind in the Willows Why the Whales Came</p> <p>Reading</p> <ul style="list-style-type: none"> Secure decoding of unfamiliar words Read for a range of purposes Retell some stories orally Discuss words & phrases that capture the imagination Retrieve & record information Make inferences & justify predictions Recognise a variety of forms of poetry <p>Writing</p> <ul style="list-style-type: none"> Correctly spell common homophones Increase regularity of handwriting Plan writing based on familiar forms Organise writing into paragraphs Use simple organisational devices Proof-read for spelling & punctuation errors Evaluate own and others' writing Read own writing aloud <p>Grammar</p> <ul style="list-style-type: none"> Use wider range of conjunctions Use perfect tense appropriately Select pronouns and nouns for clarity Use & punctuate direct speech Use commas after front adverbials <p>Speaking & Listening</p> <ul style="list-style-type: none"> Articulate & justify opinions Speak audibly in Standard English Gain, maintain & monitor interest of listeners 	<ul style="list-style-type: none"> States of matter: solids, liquids and gases, cooling, heating, evaporation and condensation, links to the water cycle. Living things and their habitats: grouping and classifying living things, using classification keys, recognising that environments can change and that this can pose a threat to living things 	<p>To design a moving model of a river creature</p> <ul style="list-style-type: none"> To understand how a closed pneumatic mechanisms (hydraulic) work To create a closed pneumatic system Making products fit for purpose Design skills Technical and making skills Evaluating skills 	<p>Number/Calculation</p> <ul style="list-style-type: none"> Know all tables to 12 x 12 Use negative whole numbers Round numbers to nearest 10, 100 or 1000 Use Roman numerals to 100 (C) Column addition & subtraction up to 4 digits Multiply & divide mentally Use standard short multiplication <p>Geometry & Measures</p> <ul style="list-style-type: none"> Compare 2-d shapes, including quadrilaterals & triangles Find area by counting squares Calculate rectangle perimeters Estimate & calculate measures Identify acute, obtuse & right angles Identify symmetry Use first quadrant coordinates Introduce simple translations <p>Data</p> <ul style="list-style-type: none"> Use bar charts, pictograms & line graphs <p>Fractions & decimals</p> <ul style="list-style-type: none"> Recognise tenths & hundredths Identify equivalent fractions Add & subtract fractions with common denominators Recognise common equivalents Round decimals to whole numbers Solve money problems
	<p style="text-align: center;">Physical Education</p> <ul style="list-style-type: none"> Striking and Fielding – learning skills and tactics necessary to play Dartmoor 3 Ball OOA – Orienteering and team building, using Decoy Country Park, and linking to geography map work 	<p style="text-align: center;">History</p> <p>None this term</p>	

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	Geography	Music	Art & Design
	<p>Rivers topic</p> <ul style="list-style-type: none"> • How a river is born • The journey of a river • The water cycle • Fresh water and salt water • Estuaries and deltas • Great rivers of the world • Rivers for people focusing on the human geography of rivers • Building geographical skills including mapwork focusing on keys, compasses and grid references 	<ul style="list-style-type: none"> • Use voice & instruments with increasing accuracy, control and expression • Improvise & compose music • Listen with attention to detail • Appreciate wide range of live & recorded music 	<p>Topic study of Rivers</p> <ul style="list-style-type: none"> • Using sketching media to make drawings from observation or rivers • Study of Claude Monet waterlilies, using oil pastel and paint • Using print techniques including stencils and monoprint to create abstract river scenes
	Modern Foreign Languages	Computing	Religious Education
	<p>Japanese Learn to ask and answer simple questions and describe simple nouns in terms of colour, in order to:</p> <ul style="list-style-type: none"> • Engage in conversations; • ask and answer questions; • express opinions and respond to those of others; • seek clarification and help appreciate stories, songs, poems and rhymes in the language. • Describe people, places, things and actions orally 	<p>Using Espresso Coding and Scratch to create simple games with repetition and conditionals and selection in order to:</p> <ul style="list-style-type: none"> • Design & write programs to achieve specific goals, including solving problems • Use logical thinking to solve an open-ended problem by breaking it up into smaller parts. • Use an efficient procedure to simplify a program. • Use a variety of tools to create a program. • Recognise an error in a program and debug it. • Use internet safely and appropriately • Online safety • Identify key words to use when searching safely on the World Wide Web. • Consider the reliability of information I read on the World Wide Web. • Create a hyperlink to a resource on the World Wide Web. 	<ul style="list-style-type: none"> • Exploration of the significance of Pentecost to Christians • What does it mean to Hindu in Britain today?