**YEAR 4 CURRICULUM PLAN 2017/18**

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|  | ***Autumn*** | **Spring** | **Summer** |
| ***Theme*** | ***A Whole New World*** | ***Scrumdiddlyumptious &***  ***Creepy Crawlies*** | ***Water, Water, Everywhere!*** |
| **English** | Narrative writing – Flat Stanley and the Great Egyptian Robbery. Alice in Wonderland work in Literacy. Non-chronological report writing based on Ancient Egypt and developments of Ancient Egypt. Punctuation work on apostrophes used for possession and omission and use of expanded noun phrases. Spelling work based Year 4 word lists and root words. | Roald Dahl stories – Charlie and the Chocolate Factory.  Grammar work based on use of pronouns to replace nouns to avoid repetition. Spelling work based on prefixes & suffixes.. Punctuation work on verbs, fronted adverbial phrases and tense. Grammar work based on thematic paragraphs and development of plurals linked to the use of apostrophes and common mistakes. | Narrative writing based on ‘Wreck of the Zanzibar’ or ‘Kensuke's Kingdom’. Diary and letter writing styles and structures. Treasure Island. Punctuation work based on using a wide range of punctuation for cohesion and development of sentences. Spelling work based Year 4 word list and homophones. |
| **Maths** | Number – Recall and use multiplication and division facts for multiplication tables up to 12 x 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. 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 to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects. 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. 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 know that over time, the numeral system changed to include the concept of zero and place value. Find 1000 more or less than a given number. Measurement: Area: Find the area of rectilinear shapes by counting squares. | Fractions: Recognise and show, using diagrams, families of common equivalent fractions. Count up and down in hundredths; recognise that hundredths arise when dividing an object by one 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. Add and subtract fractions with the same denominator. Time - Convert between different units of measure e.g. hour to minute. Read, write & convert time between analogue and digital 12 and 24 hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds years to months weeks to days. Decimals - Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to 1⁄4, 1⁄2, 3⁄4 Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths 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. Measurement- Money Solve simple measure and money problems involving fractions and decimals to two decimal places. Estimate, compare and calculate different measures, including money in pounds and pence. | Measures: Perimeter and Length Convert between different units of measure e.g. kilometre to metre. Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m. Geometry: Identify acute and obtuse angles and compare and order angles up to two right angles by size. Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify lines of symmetry in 2D shapes presented in different orientations. Complete an simple symmetric figure with respect to a specific line of symmetry. Geometry - Describe positions on a 2D 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. Statistics - Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. Measurement: Area and Perimeter. Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Convert between different units of measure [for example, kilometre to metre] Find the area of rectilinear shapes by counting squares. |
| **Humanities** | History: Investigation in to the early civilizations. Overview of Ancient Egypt and the Shang Dynasty. In-depth study of Egyptians vs Shang Dynasty – who would win? Research in to the culture, government, military and religions of each. Study of the ancient civilization of the Shang Dynasty including their achievements. | * Using maps to focus on Europe (including the location of Russia)   Develop knowledge and understand of geographical similarities and differences of a region in a European country. Identify human (including land use, economic activity including trade, and the distribution of natural resources including food, minerals and water) and physical geography (rivers and mountains) in these countries. | Use maps, atlases, globes and digital/computer mapping (Google Earth) to locate countries and describe features studied. |
| **Art and Design** | * Structure of materials – discussion of strength, durability and flexibility in making craft objects. (Nile Boat). Cooking time to create Egyptian meals/foods. Art work based on the Creation story / temptation. Artist – Eric Joyner (Robots and Doughnuts) | Chocolate work – linked in to science. Melting chocolate in the process of making Easter eggs and cakes!  Insect models – sculpture and modelling clay work. | ‘Flotsam’ by David Weisner. Building shelters in the woods  Build a ships – wood work. Making ships biscuits. |
| **Science** | Electricity  Living things and their habitats – classification and environments | Animas inc Humans – digestion, teeth  Living things and their habitats – classification and environments States of matter – grouping, changes | Food chains / webs  Water cycle  Sound |
| **Social** | Emotional well-being (Unit 4A)  Getting on and falling out (SEAL)  Anti bullying week *- Cloudbusting*  Playground behaviour and moving safely round school  Growing Minds and developing perseverance.  Managing risks (Unit 4B)  Going for Goals (SEAL)  Being Safe when we are out (link back to Cycling Proficiency) | Drugs and their uses (Unit 4D)  Looking after myself – how germs are spread and preventing illness.  Good to be me! (SEAL)  Keeping healthy (Unit 4E)  Relationships (SEAL) | Maintaining personal hygiene  (Unit 3J)  How my body works and changes (Unit 3I)  Changes (SEAL)  The importance of water  Playground Leader training.  Manor Adventure residential visit - how will I survive? Developing own personal resilience. |
| **Physical** | Dance: A New World beginnings (indoor)  Gym: Rolling (indoor)  Games: Tactical games – Tag Rugby (outdoor).  Games: Golf (outdoors) | Games: Net and wall games (outdoors)  Gym: Balance & Receiving Body Weight (indoor).  Dance: (indoor). | Games: Striking and fielding games  Athletics  OAA – Manor Adventure / Swimming |
| **R.E.** | What do Christians learn from the Creation story? – Discussion and work around the elements of the world beginning and ‘The Creation Story’.  L2.9 What can we learn from religion about deciding what is right and wrong? Looking at the school value of honest and thankfulness, and morals/parables in Jesus’ stories. | L2.8 What does it mean to be a Hindu in Britain today?  **Including a Mandir Visit.** Looking at aspects of the faith including festivals, foods, clothes, prayer, collective worship and religious artefacts. | When Jesus left what was the impact of Pentecost? / Why is Jesus inspiring to people? Looking at role models in life, reference back to Easter, Maundy Thursday and Good Friday. Discussion around the Holy Trinity 🡪 Holy Spirit as a guide to help Christians make the right choices.  L2.6 Why do some people think that life is like a journey and what are the significant landmarks? **Including a local church Visit.** What significant experiences mark this? Looking at Christianity, Hinduism and Judaism milestones and metaphors in life – journey of life: what are the signposts, traffic jams or guidebook we might have or use? |
| **Music** | Listen to and appraise a variety of music. Improvising and composing music to provide a soundtrack. Listen to and discuss music from different countries / traditions / cultures. Play and perform in solo and ensemble contexts. | Improvise and compose music for a range of purposes.  Learning to play an tuned instrument - recorders | Perform as groups using musical instruments to show expression and create a mood.  Learning to play an tuned instrument - recorders |
| **French** | On y va [all aboard] Focus on Travel, Weather and clothing | Les Animaux [Pets] Focus on pets and expressing options about likes and dislikes | Vive le sport {Our sporting lives] Focus on Healthy foods and drink |