2019-20 Curriculum Map Year 4

These are long term plans drawn up for the start of the school year, therefore there may be some variation as the year progresses.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	**THEME Shakespeare The Tempest** **Grammar and Punctuation** Sentences - statement question command exclamation Sentences - subject predicate clauses Nouns - common and proper Pronouns - identify pronouns subject and object Articles - identify Adjectives - identify Conjunctions - coordinating and subordinating Punctuation - commas and capitalisation Prefixes - pre re and mis Alphabetical order based on up to two letters Verbs - identify and pronoun-verb agreement Similes **Spelling books** Prim-ed Spelling scheme - books c,d **Story** Write a shipwreck or island mystery story **Playscripts** Write a short play script based on a scene from the story. **Descriptive Writing** Character sketches Design a poster for the play or a book cover **Information texts** Write an information page about Shakespeare or the Globe theatre **Poetry** Shipwreck Simile poem Metaphor love poem **Reading** Guided reading/Library skills /Comprehension Read Shakespeare extracts **Drama and Speaking and Listening** Drama games and activities emphasising collaboration		**Theme Goosebumps - Film** **Grammar and Punctuation** Sentences - complete fragment run-on Nouns - plurals Pronouns - possessive pronouns Adverbs - identify and choose adverb or adjective? Prepositions - identify Alphabetical order up to first 3 letters Synonyms and antonyms Verbs past tense **Spelling books** Prim-ed Spelling scheme - books c,d **Descriptive writing** Write descriptions of settings. **Story** Write a longer monster or ghost story. **Poetry** Write rhythm and rhyme poems - Down behind the Dustbin/Rhyming couplets and "Purple is". **Newspaper report** Work on features of newspapers Report of a scary event etc. **Reading** Guided reading/Library skills /Comprehension Read a selection of mystery stories **Drama and Speaking and Listening** Drama lessons and speaking and listening sessions this term are linked to the Junior Production		**THEME THE SEA - Hidden Forest** **Grammar and Punctuation** Nouns plurals, singular possessives and plural possessives Adjectives and adverbs to compare Contractions Suffixes ful less ly ness able ment Dictionary usage Compound words Verbs - Future tense Capitalising titles Speech Marks Homophones **Spelling books** Prim-ed Spelling scheme - books c,d and e **Narrative** Write a short story in response to the theme. Write a picture analysis. **Persuasive writing** Campaign Brochure ocean/environment **Poetry** Sound effect poems (onomatopoeia). Sea theme shape poems **Reading** Guided reading/Library skills /Comprehension Read a selection of sea stories and poems. **Drama and Speaking and Listening** Drama games and activities emphasising collaboration Dramas in response to the theme including soundscapes and re-enactment of the texts.	

	Mime Tableau Dramas based on The Tempest					
Maths	Finding pairs with a total of 100; adding to the next multiple of 100 and subtracting to the previous multiple of 100; subtract by counting up to find a difference; adding several numbers Read, write 4-digit numbers and know what each digit represents; compare 4-digit numbers using < and > and place on a number line; add 2-digit numbers mentally; subtract 2-digit and 3-digit numbers Learn × and ÷ facts for the 6 and 9 times-table and identify patterns; multiply multiples of 10 by single-digit numbers; multiply 2-digit numbers by single-digit numbers (the grid method); find fractions of amounts Tell and write the time to the minute on analogue and digital clocks; calculate time intervals; measure in metres, centimetres and millimetres; convert lengths between units;	Double 3-digit numbers and halve even 3-digit numbers; revise unit fractions; identify equivalent fractions; reduce a fraction to its simplest form; count in fractions (each fraction in its simplest form) Look at place value in decimals and the relationship between tenths and decimals; add two 4-digit numbers; practise written and mental addition methods; use vertical addition to investigate patterns Convert multiples of 100 g into kilograms; convert multiples of 100 ml into litres; read scales to the nearest 100 ml; estimate capacities; draw bar charts, record and interpret information Round 4-digit numbers to the nearest: 10, 100 and 1000; subtract 3-digit numbers using the expanded written version and the counting up mental strategy and decide which to use Use the grid method to multiply 3-digit by single-digit numbers and introduce the vertical algorithm; begin to estimate products; divide numbers (up to 2 digits) by single-digit numbers with no	Place 4-digit numbers on landmarked lines; 0–10 000 and 1000–2000; round 4-digit numbers to the nearest 10, 100 and 1000; mentally add and subtract to/from 4-digit and 3-digit numbers using place-value; count on and back in multiples of 10, 100 and 1000; count on in multiples of 25 and 50; add and subtract multiples of 10 and 100 to/from 4-digit numbers Use expanded written subtraction and compact written subtraction to subtract pairs of 3-digit numbers (one 'exchange'); use expanded column subtraction and compact column subtraction to subtract pairs of 3-digit and 2-digit numbers from 3-digit numbers (one 'carry'); learn the 7× table and 'tricky' facts; use the vertical algorithm to multiply 3-digit numbers by 1-digit numbers; solve simple money problems with decimals to two decimal places Use mental multiplication and division	Recognise, use, compare and order decimal numbers; understand place value in decimal numbers; recognise that decimals are tenths; round decimals numbers to the nearest whole number; divide 2-digit numbers by 10 to get decimal numbers; multiply decimal numbers by 10 to get 2-digit numbers; divide 3-digit multiples of ten by 100 to get decimal numbers; multiply decimal numbers by 100 to get 3-digit multiples of ten; add four digit numbers using written method with answers greater than 10 000 Add amounts of money using written methods and mentally using place value and number facts; choose to add using the appropriate strategy: mental or written; subtract, choosing appropriate mental strategies: counting up or taking away (using counting back, place value or number facts); solve subtractions using a suitable written method (column subtraction)	Read, write and compare 4-digit numbers and place on a line; find 1000 more or less than any given number; read, write and compare 5-digit numbers; recognise what each digit represents in a 5-digit number; read, use and compare negative numbers in the context of temperature Multiply and divide numbers by 10 and 100 including decimals (tenths and hundredths); read and write decimals (to 1 and 2 places), understanding that these represent parts (tenths and hundredths) of numbers; mark 1- and 2- place decimals on a line; count in tenths (0.1s) and hundredths (0.01s); multiply numbers with up to 2 decimal places by 10 and 100, and divide numbers by 10 and 100; say the number one tenth and one hundredth more or less than a given number; round decimal numbers to the	Add two 2-digit numbers or a 2-digit number to a 3- or 4-digit number mentally; subtract 2-, 3- and 4-digit numbers using counting up; derive factors of 2-digit numbers and use factors and doubling to solve multiplication mentally; solve integer scaling problems using mental strategies and spot a relationship between products; solve correspondence problems, using a systematic approach and calculate using mental multiplication strategies Solve written addition of two 4-digit numbers; add amounts of money (pounds and pence) using column addition; solve 4-digit minus 4-digit and 4-digit minute 3-digit subtractions using written column method (decomposition) and check subtraction with addition; solve word problems choosing an appropriate method Use coordinates to draw polygons; find the coordinates of

	record using decimal notation Add two 3-digit numbers using column addition; subtract a 3-digit number from a 3-digit number using an expanded column method (decomposing only in one column)	remainder, then with a remainder	strategies; find non-unit fractions of 2-digit and 3-digit numbers; find equivalent fractions and use them to simplify fractions (halves, thirds, quarters) Recognise and compare acute, right and obtuse angles; draw lines of a given length; identify perpendicular and parallel lines; recognise and draw line symmetry in shapes; sort 2D shapes according to their properties; draw shapes with given properties and explain reasoning; draw the other half of symmetrical shapes Understand how to divide 2-digit and 3-digit numbers by 1-digit numbers using place value and mental strategies; divide numbers by 1-digit numbers to give answers between 10 and 25, with remainders; identify factor pairs and use these to solve multiplications and divisions with larger numbers; use Frog to find complements to multiples of 1000; use Frog to find change from £10, £20 and £50	Tell the time on a 24 hour clock, using am and pm correctly; convert pm times to 24 hour clock and vice versa; use 24 hour clock in calculating intervals of time; measure and calculate perimeters of rectilinear shapes where each side is labelled in cm and m; find missing lengths in rectilinear composite shapes; find the perimeters of rectilinear shapes with some lengths not marked; convert from one unit of length to another; solve word problems involving lengths including those involving perimeters Understand place value in 4-digit numbers; partition 4-digit numbers; solve subtraction of 4-digit numbers using column subtraction (decomposition); choose an appropriate method to solve subtractions, either mental or written, and either column or counting up (Frog) Use the vertical algorithm to multiply 3-digit numbers by 1-digit numbers; explore patterns; use mental strategies and tables facts to divide 2-digit and 3-digit numbers by	nearest whole number Learn 11 and 12× tables; develop and use effective mental multiplication strategies; use a vertical written method to multiply 3-digit numbers by 1-digit numbers; use rounding to estimate answers; use a written method to multiply 3-digit numbers, including amounts of money by 1-digit numbers; multiply 2-digit and 3-digit numbers by 1-digit numbers; understand how division 'undoes' multiplication and vice versa; divide above the tables facts using multiples of 10 Recognise and read Roman numerals to 100; begin to know the history of our number system including 0; calculate area and perimeter of rectilinear shapes using multiplication and addition, or counting; recognise, name and classify 2D shapes identifying	shapes after translation; draw and interpret bar charts and pictograms; draw line graphs and understand that intermediate points have meaning Use the vertical method (ladder) to multiply 3-digit numbers by 1-digit numbers; find non-unit fraction of amounts, using 'chunking'; add fractions with like denominators, including totals greater than 1; divide by 10 and 100 (to give answers with 1 and 2 decimal places) Multiply 2-digit numbers by 11 and 12; look for patterns and write rules; multiply 2-digit numbers by numbers between 10 and 20 using the grid method; begin to use the grid method to multiply pairs of 2-digit numbers; use mental strategies and tables facts to divide 2-digit and 3-digit numbers by 1-digit numbers to give answers between 20 and 50, with and without remainders; find non-unit fractions of amounts

				1-digit numbers to give answers between 10 and 35, without remainders; solve word problems	regular and irregular polygons; sort 2D shapes according to properties including types of quadrilaterals and triangles; revise 3D shapes, consider 2D-shaped sides on 3D shapes, and sort shapes Understand, read and write 2-place decimals; compare 2-place decimals in the context of lengths; add and subtract 0·1 and 0·01 and say a number one-tenth (0·1) or one-hundredth (0·01) more or less than a given number; revise equivalent fractions; write fractions with different denominators with a total of 1; recognise decimal and fraction equivalents	
Science	Sound. Vibrations. Sounds move through various media. Pitch and volume. Increase/decrease volume.	Dangers to Living things. Environments can change to affect organisms. Food chains and feeding relationships. Energy and nutrition transfer. Life processes occur in familiar animals and plants and how these are determined by the	Electrics. Mains and battery. Make simple circuits explain how they work. Role of insulators and conductors.	Changing State. Solids, liquids and gases. Concept of particles. Heating and cooling. Evaporation and condensation. Water cycle	Human Nutrition. Basic parts of the digestive system. Basic digestive process Teeth: structure, function and health.	Grouping Living Things. Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.

			habitats in which they are found.			

Geography	The United Kingdom Map work -Countries and Capitals Cities, mountains, rivers. Introducing Scotland Map work Research Introducing Northern Ireland Map and atlas work Landscape. Introducing Wales Make a leaflet to advertise Wales Learn about Blaenavon and The Big Pit Introducing England Coordinates Direction – Compass work Volcanoes What is a Volcano Cross section of the earth - Vocabulary: Draw and label a diagram Inside our Earth add a fact to each label. Inside a volcano Draw and label a cross section of a volcano Paint a picture Why does a volcano erupt Tectonic plates - Vocabulary: Make a model Famous volcanoes Own Research - Make a slide presentation		Africa Countries of Africa 5 regions of Africa, Nigeria Morocco Central African Republic Tanzania South Africa MapWork - The World Continents, Oceans, Countries and Capitals		Water Wet and Dry Regions How we use water Water Around the world The Water Cycle How much water do we use Saving Water Water Treatment Water Aid	
History	World War 1 Causes of World War 1 The outbreak of war Joining up Life in the trenches	World War 1 Somme From horse to tank Remembrance The Home Front **Visit to tank museum**	Early Civilisations The Mayans Location Evidence today - hidden cities City states and rulers Buildings Fashion Food, farming and Trade	Early Civilisations The Mayans Beliefs Pok-a-tok Maths, writing and art What happened to the Maya? Descendents of the Maya today.	Local History The history of Iwerne Minster Stone Age, to medieval. Includes the history of the Talbot, the Pimperne Long Barrow, the history of the church and a **local village walk.**	Local History Iwerne up to the present day including the Titanic connection, the story of Sir Edward Baker, and the good works of James Ismay.
RS	The Bible	Old Testament stories	Inspirational People	Inspirational People	Islam	Islam
French	Greetings Numbers 1 – 10 Name/age Days	Recycling of previous language numbers Quel âge as-tu?	Recycling of language. numbers 10 - 20	Recycling of known language Months Colours	Recycling of all language Animals	Recycling of all Pencil case items

Music	*Dragon Scales* – Exploring Pentatonic Scales – recognising and using pentatonic scales to create short melodies and accompaniments (2 x lessons per week in total – 1 lesson is a whole class ukulele lesson for second half of Autumn term) Cross Curricular Link: Geography		*Salt, Pepper, Vinegar, Mustard* – Exploring singing games – developing children's ability to recognise and explore some characteristics of singing games. Children aim to create their own singing game. Cross Curricular Link: English		*Painting with Sound* – Exploring Sound Colours – developing children's ability to create, perform and analyse expressive compositions and extend their sound vocabulary. Cross Curricular Link: Art	
	<u>Across the Year</u> Whole class singing occurs regularly in lessons & through other mediums (Junior Choir) Junior Orchestra and other smaller ensembles is an option for instrumentalists					
Art	Sea Creatures	Klimt	Mary Fedden	Hockney	Take One Picture	Take One Picture
DT	Health and Safety in the workshop refresher. Headphone Tidy - Writing a brief and context. Sketching and development of designs. Plywood manufacturing techniques, to include Hegner saw, Coping saw, Pillar drill, joining methods. Testing and evaluation of products. Scales of production.	Modeling and testing boats. An investigation into the history and design of different hull shapes and sizes. Model and test existing designs and development of new ideas.	Picture box frame Using Computer Aided Design and Manufacture to produce a picture and box frame from manufactured timber.	3D Room Model Card modelling with accurate use of scale, rendering of materials to provide realistic appearance. Real world applications of this method.	Dragon Fly Model with moisture sensor Use of hand tools including Tenon saw and Chisel. Stock forms of timber, Vacuum forming, electronic systems and control, soldering.	Desk Tidy Students are given a set amount of materiel but design and make their own unique desk tidy within the allotted time.
Computing	Creating an educational game on Scratch.	Creating an interactive toy on Scratch.	Searching and learning HTML.	Recording and editing sound on Audacity.	Weather – measuring, recording and presenting.	Floor turtle using probots.
PSHE **Ist year of 2 year cycle with year 3** **2nd year of 2 year cycle with year 3**	Go Givers Community Centre There's no place like home Meet the GoGivers Peer Pressure	Equal Opportunities Sharing Friends and Sibling Rivalry Healthy Minds	Online Friendships Fair Trade	Online Friendships Types of Families Consent & Personal Boundaries	Its great to be me (Life Education Van) British values	The Green-Eyed Monster Emergencies
PE	Gymnastics Swimming – NTP:	Gymnastics Swimming – NTP: Water skills / stroke development	Dance Swimming – NTP:	Dance Swimming – NTP:	Tennis Swimming – NTP:	Tennis Swimming – NTP:

	Water skills / stroke development		Water skills / stroke development	Water skills / stroke development	Water skills / stroke development	Water skills / stroke development
Games	Boys: Rugby / Soccer Girls: Hockey/ Netball	Boys: Rugby Girls: Hockey / Netball	Boys: Hockey / X-Country Girls: Netball/ X-Country	Boys: Hockey / X-Country Girls: Netball/ X-Country	Boys: Cricket/Athletics Girls: Cricket/Athletics	Boys: Cricket/ Athletics Girls: Cricket/Athletics