



CLAYESMORE

D O R S E T

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	<p>THEME WWI - A Song for Will</p> <p><u>Grammar</u> Alphabetical order and dictionary work. Sentences and Phrases. Nouns Adjectives. Verbs <u>Punctuation</u> Final punctuation - exclamation marks question marks and full stops Capital letters <u>Spelling</u> Prim-ed Spelling scheme - books c,d <u>Narrative</u> Read the class text "A song for Will", based on WW1. <u>Newspaper reports</u> Read newspaper reports such as those from the Wall book series, First News etc. Write a newspaper report about the end of the war <u>Poetry -</u> Read extracts from war poetry. Read Where the Poppies grow. Respond to well known war poems. <u>Letters and Diaries</u> Write letters and a diary entry in response to A Song for Will" <u>Narrative</u> Write a story set in this historical period. <u>Each week</u> Guided reading/Library skills Poetry/Comprehension/Handwriting <u>Drama and Speaking and Listening</u> Drama games and activities emphasising collaboration Mime. Tableau. Class and group dramas based on history topic and linked to A Song for Will.</p>		<p>Theme Goosebumps - Film Scary Stories</p> <p><u>Grammar</u> Pronouns, Conjunctions, Prepositions, Adverbs Fronted Adverbials <u>Punctuation</u> Apostrophes for possession Apostrophes contraction, Commas <u>Spelling</u> Prim-ed Spelling - books c,d <u>Narrative</u> Watch excerpts from Goosebumps and read scary stories. Write a description of a setting, character. Write an alternative ending to a monster story. Write a longer monster or ghost story. <u>Playscripts</u> Learn how play scripts work through studying the Junior Production script. Write an alternative scene in response to the junior production <u>Poetry</u> Simile and Metaphor Write poems that use similes and metaphors. <u>Each week</u> Guided reading/Library skills Poetry/Comprehension Handwriting exercises <u>Drama and Speaking and Listening</u> Drama lessons and speaking and listening sessions this term are linked to the Junior Production</p>		<p>THEME THE SEA - Paintings</p> <p><u>Grammar</u> Paragraphs <u>Punctuation</u> Speech marks Colon and semicolon <u>Spelling</u> <u>Prim-ed Spelling - books c,d</u> <u>Narrative</u> Read sea stories and sea myths. Write a short story in response to the theme. Write a picture analysis. Create and describe mythical sea creatures <u>Persuasive writing</u> Read persuasive texts Campaign Brochure ocean/environment <u>Poetry</u> Read and listen to poems based on the theme. Sound effect poem, (onomatopoeia). Sea shanties. Shape poems <u>Each week</u> Guided reading/Library skills Poetry/Comprehension Handwriting exercises <u>Drama and Speaking and Listening</u> Soundscapes. Dramas in response to the theme or to personal writing.</p>	
Maths	Finding pairs with a total of 100; adding to the next multiple of 100 and subtracting to	Double 3-digit numbers and halve even 3-digit numbers; revise unit fractions; identify	Place 4-digit numbers on landmarked lines; 0–10 000 and 1000–2000;	Recognise, use, compare and order decimal numbers; understand place	Read, write and compare 4-digit numbers and place on a line; find 1000 more	Add two 2-digit numbers or a 2-digit number to a 3- or 4-digit number mentally;

<p>the previous multiple of 100; subtract by counting up to find a difference; adding several numbers</p> <p>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</p> <p>Learn \times and \div 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</p> <p>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; record using decimal notation</p> <p>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)</p>	<p>equivalent fractions; reduce a fraction to its simplest form; count in fractions (each fraction in its simplest form)</p> <p>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</p> <p>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</p> <p>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</p> <p>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 remainder, then with a remainder</p>	<p>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</p> <p>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 $7\times$ 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</p> <p>Use mental multiplication and division strategies; find non-unit fractions of 2-digit and 3-digit numbers; find equivalent fractions and use them to simplify</p>	<p>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</p> <p>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)</p> <p>Tell the time on a 24 hour clock, using am and pm correctly; convert pm times to 24 hour clock and</p>	<p>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</p> <p>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 nearest whole number</p> <p>Learn 11 and $12\times$ tables; develop and use effective mental multiplication strategies; use a vertical written</p>	<p>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</p> <p>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 minus 3-digit subtractions using written column method (decomposition) and check subtraction with addition; solve word problems choosing an appropriate method</p> <p>Use coordinates to draw polygons; find the coordinates of shapes after translation; draw and interpret bar charts and pictograms; draw line graphs and understand that intermediate points have</p>
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			<p>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</p> <p>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</p>	<p>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</p> <p>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)</p> <p>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 1-digit numbers to give</p>	<p>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</p> <p>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 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</p> <p>Understand,</p>	<p>meaning</p> <p>Use the vertical algorithm (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)</p> <p>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</p>
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				answers between 10 and 35, without remainders; solve word problems	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 habitats in which they are found.	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.
Geography	<p><u>The United Kingdom</u> Introducing Scotland Map work Research Discussion questions. Edinburgh silhouette Mull spidergram Introducing Northern Ireland Map and atlas work Read information and discuss landscape. Introducing Wales Make a leaflet to advertise Wales Learn about Blaenavon and The Big Pit Introducing England List features on map (p19) London Map work – United Kingdom. Countries and Capitals</p>		<p><u>Volcanoes</u> What is a volcano? - Cross section of the earth. Inside a volcano - Why and where does it erupt? Famous volcanoes - Mt St Helens and own research <u>Europe Map work</u> Countries and Capitals France Germany Greece <u>The European Union</u> Look at history of EU and achievements in last 50 years. Discuss current situation in EU. (Brexit)</p>		<p><u>The Weather</u> What is the Weather and how does it affect us? Data Collection and Weather Forecasting Seasons and climatic regions Temperature – Precipitation Wind – <u>Map work – The World</u> World Countries Grid reference - oceans and continents World mountains, rivers, and deserts</p>	

	Countries and Cities Direction – Compass work UK Mountains and Counties and regions National parks					
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 When and where were the early civilisations (Phoenician, Shang, Egyptian, Minoan, Indus, Greek, Roman, Sumer) How were writing systems developed Trade and money	Early Civilisations Buildings and why they were built Achievements Indus Valley Project	Local History Life in the town. History of Blandford Forum Field work trips Sketching of buildings Exploring the church The Fire of Blandford Smuggling	Local History Life in the village. History of Iwerne Minster Field work trips Sketching of buildings Exploring the church Clayesmore
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	<i>Dragon Scales</i> – 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		<i>Salt, Pepper, Vinegar, Mustard</i> – 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		<i>Painting with Sound</i> – 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	Ink and Charcoal	Alexander Calder	Architecture	Urban and Rural	Sonia Delaunay Colour	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	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.

	methods. Testing and evaluation of products. Scales of production.					
Computing	Animation using Scratch	Floor turtles programming.	Coding – learning to use variables.	Recording and editing sound on Audacity.	Weather – measuring, recording and presenting.	Coding – repetition and loops.
PSHE	Go Givers Community Centre There's no place like home	Equal Opportunities Sharing Friends and Sibling Rivalry	Online Friendships	Online Safety	Drugs (alcohol and tobacco)	The Green-Eyed Monster
PE	Gymnastics Weekly Swimming – NTP: Water skills / stroke development	Gymnastics Weekly Swimming – NTP: Water skills / stroke development	Dance Weekly Swimming – NTP: Water skills / stroke development	Dance Weekly Swimming – NTP: Water skills / stroke development	Athletics: Running / Jumping / Throwing Tennis – Boys only Cricket – Girls only	Athletics: Running / Jumping / Throwing Tennis – Boys only Cricket – Girls only
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: Athletics / Tennis/ Rounders	Boys: Cricket/ Athletics Girls: Athletics / Tennis / Rounders