

Year 4

	Autumn Term	Spring Term	Summer Term
English	<p>Traditional Tales (Aesop's Fables)</p> <p>Poetry (Off by Heart)</p> <p>Roman/Celt Myths and Legends (Including Boudica Novel)</p> <p>Recounts (Newspapers and Magazines)</p> <p>Poetic Form (including Haiku and Syllabic poems)</p> <p>Ongoing: Reading Comprehension Guided/Class Reading Spelling/Grammar Activities Handwriting</p>	<p>Fantasy/Imaginative Stories (The Lost Thing)</p> <p>Information Texts (Sutton Hoo – Topic Book)</p> <p>Instructions and Explanations (Cracking Contraptions)</p> <p>Poetry (List Poems, Kennings and Clerihews)</p> <p>Ongoing: Reading Comprehension Guided/Class Reading Spelling Activities Handwriting</p>	<p>Stories from other cultures</p> <p>Persuasive texts</p> <p>Biography and Autobiography</p> <p>Chronological Reports</p> <p>Poetry (Nonsense Poems, Odes and Insults)</p> <p>Ongoing: Reading Comprehension Guided/Class Reading Spelling Activities Handwriting</p> <p>Playscripts and Fairy Stories (Covered in Drama lessons)</p>
Maths	<p>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</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>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.</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>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.</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>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>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).</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>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 fractions (halves, thirds, quarters).</p> <p>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>Recognise, use, compare and order decimal numbers; understand place value in decimal numbers; recognise that decimals are tenths; round decimal 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</p>	<p>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.</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, 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.</p> <p>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.</p>
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Science	Animals, incl. humans Organs Nutrition/balanced diets Moving/growing- Skeleton Earth, Sun & Moon- ideas about the solar system day/night sunrise/sunset year	States of matter compare solids, liquids & gases Change of state- on heating & cooling (melting/freezing) evaporation & condensation water cycle Electricity insulators/conductors circuits/symbols; investigating bulbs etc. switches; safety	Living things in their habitats feeding relationships, grouping living things classification keys Adaptations

French	House: Rooms; Furniture in Bedroom; Furniture in other rooms Review of date French calendar (key dates and festivals) European Countries Nationalities and flags	School: Subjects; Likes/dislikes (using adjectives); Timetable Food: breakfast; other meals Partitive article Cafe & Restaurant menus/role-plays	Food and drink: Fruit & vegetables Healthy eating Holidays Methods of transport Topic: the geography of France
History	Britain before the Romans Celts/Settlements The Roman Invasion Boudicca Roman Army Invasion Roman Britain What did the Romans bring to Britain? Roman Day or Castle trip	Invaders Anglo-Saxons Origins Reasons for Invading Sutton Hoo field trip/follow up work Religion Vikings Origins Invasion Monasteries Longships Clothing	Vikings Continued... Childhood Since 1945 Home/School Holiday Hobbies Transport Technology/Communications Popular Culture
Geography	Settlements: Village life Villages/Settlements Map work Hethersett village study (fieldwork) Mapping/Map symbols Food for Thought: Investigating where our food comes from. Where our food comes from. How has our food changed? Who eats what? Is there enough to go around? The future of food.	Beside the Sea: Investigating the UK's Coastal Environments. What is our coast like? Mapping the coast. The changing coastline Protecting the land Coastal erosion Comparisons with abroad	Australia Here We Come! Exploring a far off place. Let's fly to Australia What should we do in Sydney? What is it like to live in Australia? Australian weather Surfing the waves Experiencing Uluru Coral reef or rainforest?
R.S.	Light and dark – what do these symbols mean? 1. Why is light used as a symbol 2. How is light used during Diwali? 3. How is light used during Hannukah? 4. How is light used during Advent? 5. The symbolism of light	What can we learn about Judaism from visiting a synagogue? 1. Jewish artefacts 2. What makes a synagogue sacred? (visit) 3. Features of a synagogue 4. Torah scrolls and Hebrew writing 5. Shabbat	How do people express their spiritual ideas through the arts? 1. What is the spirit (spiritual)? 2. How do Christians use worship to express ideas and feelings? 3. How do Christians use objects to help us concentrate of God?

		<ul style="list-style-type: none"> 6. Moses 7. Passover Meal 8. Kosher food 	<ul style="list-style-type: none"> 4. How do colours help us to express our feelings? 5. How does art help Christians to worship?
P.S.H.E.	<p>Rights and responsibilities</p> <ul style="list-style-type: none"> • Different kinds of rights and responsibilities • Consequences of anti-social behaviour • Peer pressure • Role models <p>Growing and changing</p> <ul style="list-style-type: none"> • How to manage feelings (their own and other peoples) • The kinds of change experienced by families • How loss can come in many forms 	<p>Healthy Lifestyles</p> <ul style="list-style-type: none"> • The consequences of choices • The benefits of eating a balanced diet • Hygiene • Emotional wellbeing <p>Money Matters</p> <ul style="list-style-type: none"> • The role of money in their lives and others' lives • Concepts related to money (loan, debt, interest, credit, tax) 	<p>Feelings and emotions</p> <ul style="list-style-type: none"> • Appropriate responses to a wider range of feelings in others (jealousy, stress) • The concept of confidentiality or secrets <p>Valuing Difference</p> <ul style="list-style-type: none"> • The nature and consequences of hurtful behaviour and bullying • Understanding discrimination
Games (Boys)	<p>Rugby</p> U9 Continuum Laws for Contact Rugby Inter-school matches	<p>Hockey & X-Country</p> Development of mini-hockey skills on Astroturf Inter-school matches	<p>Cricket</p> Development of pairs cricket skills (incrediball) Inter-school matches
Games (Girls)	<p>Hockey</p> <ul style="list-style-type: none"> • Basic stick skills • Passing • Tackling • 7 v 7 • Fitness 	<p>Netball</p> <ul style="list-style-type: none"> • All skills • Footwork • 1st Stage Marking • 7 v 7 • Fitness 	<p>Rounders+Tennis</p> <ul style="list-style-type: none"> • Basic throwing and catching • Basic batting skills • Full game (with a few vital rules) • Basic racket and ball skills • Fitness
PE	Swimming: From initial confidence to building a sound foundation in front crawl, backstroke and breaststroke. Developing kicks and personal survival techniques Gymnastics: Develop paired balances, perform both individual and paired routines; basic vaulting technique.	Mini Tennis: Development of forehand and backhand shot and appropriate footwork.	Athletics: Development of basic running, jumping and throwing techniques and range of competitive events.
Computing	Term 1 Mindmaps. The input and outputs of computers in posters and websites Term 2 Scratch task. Making a space game with variables.	Term 3 Making a website regarding esafety Term 4 Mission control. Learning how to model procedures.	Term 5 Flexitree – creating branching databases Term 6 Making an interactive game in Code Kingdoms

Music	<p>The Pentatonic Scale Performance, improvisation and singing of famous pentatonic melodies on tuned percussion and recorders.</p> <p>Recorder project (part 2) The study and performance of syncopated pieces using G A B D E. The composition of a three-part piece within a limited note range.</p>	<p>Musical Structures (Part 1) The study of pieces using ABA form (Ternary form) with voice, percussion and recorders through performance, listening and composition.</p>	<p>Descriptive Music (Part 2) and Musical Structures (Part 2) The study of Mussorgsky 'Pictures at an Exhibition' with performance of melodies from the set works and the composition in the Rondo form (ABACA). The study of 'Little Train of the Caipira' and 'Short Ride in a fast Machine' and percussion compositions using textural layering.</p>
Drama	<p>Using poetry and stories for stimulus</p> <ul style="list-style-type: none"> Introductory improvisation games Verse speaking in preparation for Using poems and stories as a stimulus for group work Building characters A piece of physical theatre Still pictures A short improvised scene Thought tracking <p>After half term The Green Children</p> <p>There is Year 4 musical production staged in January. Children audition for main parts, but the entire year group is involved. Previous productions have been: Squeak, Pandora's Box, Dragon!, Robin Hood and the Sherwood Hoodies</p>	<p>Improvisation Exploring mime and gesture with props and music</p> <ul style="list-style-type: none"> A piece of class physical theatre Still pictures A transition Voices used to create a sound effect A short improvised scene <p>Thought tracking</p>	<p>Stagecraft (also included in Year production) In groups, use time to direct and perform two pages of a script, thinking about:</p> <ul style="list-style-type: none"> Annotating a script Stage directions Positions on stage Use of voice/expression Costumes Props Set Exploring basic lighting to create mood <p>Resources used – Let's Go to London</p>
DT	Flapjacks with Packaging	Pneumatic Jack-in-the-Boxes	Purses and Wallets
Art	Flowers and Insects	Objects and viewpoints	Journeys Through the Landscape