

## **CURRICULUM 2016/17 OVERVIEW FOR YEAR 4**



# **English**

### Reading

- Secure decoding of unfamiliar words
- Read for a range of purposes
- Retell some stories orally
- Discuss words & phrases that capture the imagination
- Identify themes & conventions
- Retrieve & record information
- Make inferences & justify predictions
- Recognise a variety of forms of poetry
- Identify & summarise ideas

### Writing

- 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

#### Grammar

- Use wider range of conjunctions
- Use perfect tense appropriately
- Select pronouns and nouns for clarity
- Use & punctuate direct speech
- Use commas after front adverbials

### **Speaking & Listening**

- Articulate & justify opinions
- Speak audibly in Standard English
- Gain, maintain & monitor interest of listeners

## Music

- Use voice & instruments with increasing accuracy, control and expression
- Improvise & compose music
- Listen with attention to detail
- Appreciate wide range of live & recorded music
- Begin to develop understanding of history

## **Physical Education**

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal bests

## **Design & Technology**

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
- Evaluate existing products and improve own work
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

# **Art & Design**

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

# History

### **British History (taught chronologically)**

Roman Empire & impact on Britain:

- Julius Caesar's attempted invasion
- Roman Empire & successful invasion
- British resistance, e.g. Boudicca
- Romanisation of Britain

### **Broader History Study**

Earliest ancient civilisations, i.e.

- Ancient Sumer;
- Indus Valley;
- Ancient Egypt; or
- Shang Dynasty of Ancient China

# Geography

- Locate world's countries, focussing on Europe & Americas focus on key physical & human features
- Study a region of the UK (not local area)
- Use 8 points of compass, symbols & keys
- Describe & understand climate, rivers, mountains, volcanoes, earthquakes, water cycle, settlements, trade links, etc.
- Use fieldwork to observe, measure & record

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### **CURRICULUM 2016/17 OVERVIEW FOR YEAR 4**



### **Mathematics**

#### Number/Calculation

- Know all tables to 12 x 12
- Secure place value to 1000
- 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

#### **Geometry & Measures**

- 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

#### Data

Use bar charts, pictograms & line graphs

#### Fractions, decimals & percentages

- Recognise tenths & hundredths
- Identify equivalent fractions
- Add & subtract fractions with common denominators
- Recognise common equivalents
- Round decimals to whole numbers
- Solve money problems

### **Science** (Using Kent Syllabus)

#### **Living Things and their Habitats:**

- 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
- Recognise that environments can change and that this can sometimes pose dangers to living things.

#### **Animals including Humans:**

- Describe the simple functions of the basic parts of the digestive system in humans
- Identify the different types of teeth in humans and their simple functions
- Construct and interpret a variety of food chains, identifying producers, predators and prey.

#### Sound:

- Identify how sounds are made, associating some of them with something vibrating
- Recognise that vibrations from a sound travel through a medium to the ear.
- Find patterns between the pitch of a sound and features of the object that produced it
- Find patterns between the volume of a sound and the strength of the vibrations that produced it.
- Recognise that sounds get fainter as the distance from the sound source increases.

#### **Electricity:**

- Identify common appliances that run on electricity
- Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery
- Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- Recognise some common conductors and insulators, and associate metals with being good conductors.

#### States of Matter:

- Compare and group materials together, according to whether they are solids, liquids or gases
- Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C)
- Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

## **Modern Languages**

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

# Computing

- Design & write programs to achieve specific goals, including solving problems
- Use logical reasoning
- Understand computer networks
- Use internet safely and appropriately
- Collect and present data appropriately

# **Religious Education**

#### **Judaism**

- Worship, Sacred Places & Pilgrimage
- Religion family & community/ Religion &the Individual
- Inspirational People
- Symbols & Religious Expression

### Christianity

- Inspirational People
- Religion & the Individual Confirmation
- Celebration:
  - Christmas focus on journeys
  - Easter focus on Jesus'
    obedience and Judas' betrayal
- Beliefs & Questions