

Year 4 Curriculum Map

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme	Local Study: Quarry Bank Mill		Anglo Saxons		Vikings to 1066	
Literacy	On going / weekly: Guided reading - small-group instruction providing differentiated teaching to supports students in developing reading proficiency. Spelling, punctuation & grammar (S.P.A.G.), including weekly spelling test. Homework: weekly literacy homework plus daily reading.					
	Fiction - Narrative: read & evaluate stories by a significant children's author. Plan, draft, edit & write stories inspired by Michael Morpurgo.	Non-Fiction - Biography: read, evaluate, research, plan, draft, edit & write biographical texts (about an important Manchester based scientist / artist / industrialist e.g. Samuel Greg, Alan Turing, John Dalton, L.S. Lowry)	Poetry - Creating Images: read, evaluate, plan, draft, edit & write poems inspired by those of John Rice & Pie Corbett.	Non-Fiction - Persuasion: read, evaluate, plan, draft, edit & write persuasive text – DVD cover for a feature film featuring a mythical beast.	Non-Fiction - Explanation: read, evaluate, plan, draft, edit & write explanations – Viking ships / clothing / what they believed etc...	Fiction - Write & Perform a Play: read, evaluate, plan, draft, edit, write & perform play scripts – Viking play script using tone, intonation & volume – record for LifeStyleTV
	Fiction - Diary Writing: read, evaluate, plan, draft, edit & write diaries - My Story - Mill Girl the Diary of Eliza Helsted, Manchester 1842-1843.	Non-Fiction - Discursive Argument: read, plan, draft, edit & write discussion texts – "Should Children Work In Cotton Mills?"	Non-Fiction - Non chronological Report: read, plan, draft, evaluate, edit & write non chronological reports – the diet, appearance & habitat of a mythical beast.	Non-Fiction - Instructions: read, follow, draft, evaluate, edit & write instructions – Saxon recipes.	Fiction - Historical fiction: read, evaluate, plan, draft, edit & write adventure stories with a historical setting – Viking 'choose your own adventure' story – use multimedia to make story interactive.	Fiction - Traditional Stories / Parody: read, evaluate, plan, draft, edit & write a parody of a traditional story.
	Non-Fiction - Newspaper Report: read, evaluate, plan, draft, edit & write newspaper reports – recounting class trip to Quarry Bank Mill.	Non-Fiction - Letters: read, evaluate, plan, draft, edit & write letters for real purposes e.g. thank you letters / letters to Santa etc...	Fiction - Legends: read, evaluate, plan, draft, edit & write a legend – set in Saxon times to explain "How Ringway got its name" (Thane Aelfward).	Poetry - Limericks: read, evaluate, plan, draft, edit & write poems Based on structured forms e.g. Limericks / Haiku / Cinquain. Learn poems for performance – record for LifeStyleTV	Non-Fiction - Information Leaflet: read, evaluate, plan, draft, edit & write an information leaflet – linked to the science topic 'All Living Things'	Fiction - Sci-fi: read, evaluate, plan, draft, edit & write Science Fiction stories.
	Assessment & Review	Assessment & Review	Assessment & Review	Assessment & Review	Assessment & Review	Assessment & Review
Languages – Spanish	El cuerpo (body) / Descripción física (characteristics)	Me gusta / no me gusta (likes & dislikes)	Los deportes (sports)	La casa (around the house)	Los animals (animals)	La ropa (clothes)

On going / weekly: Weekly Times Tables Test Homework: one piece of differentiated home work per week (plus Times Tables practice)												
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Numeracy	Autumn	Number: Place Value			Number: Addition & Subtraction			Number: Multiplication & Division			Area	
	Spring	Number: Fractions				Time	Number: Decimals			Money	Assessment & review	
	Summer	Perimeter & length	Angles	Shape & symmetry		Position & direction		Statistics		Area & perimeter		Assessment & review

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	<p>States of matter:</p> <ul style="list-style-type: none"> compare & group materials together, according to whether they are solids, liquids or gases observe that some materials change state when they are heated or cooled, & measure or research the temperature at which this happens in degrees Celsius (°C) <p>identify the part played by evaporation & condensation in the water cycle & associate the rate of evaporation with temperature.</p>	<p>Famous scientific discovery:</p> <ul style="list-style-type: none"> research a famous scientific discovery (with links to Mcr) e.g: John Ferriar / John Dalton / James Prescott Joule / Ernest Rutherford / Sir Joseph John Thomson / Alan Turing / Discovery of Graphene Links to Literacy: Research, draft, evaluate, edit & write a biographical text about an important Mcr based scientist. 	<p>Sound:</p> <ul style="list-style-type: none"> identify how sounds are made, associating some of them with something vibrating find patterns between the pitch of a sound & features of the object that produced it find patterns between the volume of a sound & the strength of the vibrations that produced it. 	<p>Electricity:</p> <ul style="list-style-type: none"> identify common appliances that run on electricity construct a simple series electrical circuit, identifying & naming its basic parts identify whether or not a lamp will light in a simple series circuit recognise that a switch opens & closes a circuit <p>recognise some common conductors & insulators & associate metals with being good conductors.</p>	<p>All living things:</p> <ul style="list-style-type: none"> identify & name a variety of living things in the local & wider environment, using classification keys to assign them to groups recognise that environments can change & that this can sometimes pose dangers to living things. 	<p>Animals, including Humans:</p> <ul style="list-style-type: none"> describe the simple functions of the basic parts of the digestive system in humans identify the different types of teeth in humans & their simple functions construct & interpret a variety of food chains, identifying producers, predators & prey.

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Art & Design	Artist study: study works by L.S.Lowry <ul style="list-style-type: none"> use sketch books to record observations & use them to review & revisit ideas improve mastery of art & design techniques, including drawing, painting & sculpture with a range of materials about great artists & designers in history		Anglo-Saxon art & culture: study Saxon drop capitals & runes. <ul style="list-style-type: none"> use sketch books to record observations & use them to review & revisit ideas improve mastery of art & design techniques, including drawing, painting & sculpture with a range of materials		Bayeux Tapestry: study the Bayeux Tapestry, including the story it tells & weaving techniques. <ul style="list-style-type: none"> use sketch books to record observations & use them to review & revisit ideas improve mastery of art & design techniques, including drawing, painting & sculpture with a range of materials	
Design & Technology	Musical Instruments: develop technical knowledge through designing, making & evaluating musical instruments. Perform with their musical instruments for the LifeStyle TV.		Cooking: Follow Anglo Saxon recipes: Baked Apples / Honey Oatcakes / Beans & Sausage / Griddle Cakes Modelling: Saxon Shields: develop technical knowledge through designing, making & evaluating Viking shields (in card)		Modelling: Motte & Bailey Castles: develop technical knowledge through designing, making & evaluating models of castles.	
PSHE / SMSC	GoGivers: Children's Needs: Roots & Wings GoGivers: The Golden Rule GoGivers: Conscience Corridor	GoGivers: Mediation: Resolving Conflict GoGivers: Homophobia: Respecting all our differences GoGivers: For & Against: Where do you Stand?	GoGivers: Fairtrade: Have a Banana GoGivers: Microorganisms GoGivers: Emergency	GoGivers: Animal Care: Creature Kindness GoGivers: Family Break-Up: Mum Doesn't Live Here Anymore GoGivers: Equal Opportunities	GoGivers: Care for the Elderly: The Grey Years GoGivers: The Gift of Sight GoGivers: What Kind of Farming?	GoGivers: Charitable Giving through History GoGivers: History of the Olympics GoGivers: Immigration: Coming to Britain PRIDE 123 Growing & changing
RE	Judaism: Jewish births, deaths & marriages	Christianity: Christian births, deaths & marriages	Sikhism: Sikh births, deaths & marriages	Hinduism: Hindu births, deaths & marriages	Buddhism: Buddhist births, deaths & marriages.	Islam: Islamic/Muslim births, deaths & marriages
Computing	Internet: Effectively use the Internet to search for information on European counties & Rivers <ul style="list-style-type: none"> understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; & the opportunities they offer for communication & collaboration use search technologies effectively, appreciate how results are selected & ranked, & be discerning in evaluating digital content		Coding: Use Scratch to develop a Saxon themes game <ul style="list-style-type: none"> design, write & debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use logical reasoning to explain how some simple algorithms work & to detect & correct errors in algorithms & programs 		Multimedia: produce a 'choose your own adventure' story – use multimedia presentation to make story interactive. <ul style="list-style-type: none"> select, use & combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating & presenting data & information. 	

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Geography	<p>Physical Geography: describe & understand key aspects of: rivers, & the water cycle</p> <p>River study: River Bollin at Quarry Bank Mill in Styal / use fieldwork to observe, measure & record the human & physical features in the local area using a range of methods, including sketch maps, plans & graphs, & digital technologies.</p> <p>Rivers: Location knowledge: name & locate key European, national & local rivers; study key topographical features (of rivers), & land-use patterns; & understand how some of these aspects have changed over time.</p>		<p>Map work: identify countries where invaders & settlers came from & settles. Study Anglo Saxon place names & their meanings; identify the seven kingdoms of Saxon Britain. Human geography: study why people invaded & settled; including: types of settlement & land use, economic activity including trade links, & the distribution of natural resources including energy, food, minerals & water.</p>		<p>Climate zones & biomes: describe and understand key aspects of: physical geography, including: climate zones, biomes & vegetation belts.</p>	
History	<p>Local study: Quarry Bank Mill in Styal</p> <ul style="list-style-type: none"> • A significant turning point in British history – i.e. Manchester’s role in the Industrial Revolution: textile mills 		<p>Invaders & Settlers: Anglo Saxons</p> <ul style="list-style-type: none"> • Anglo-Saxon invasions, settlements & kingdoms: place names & village life • Anglo-Saxon art & culture - Bede • Christian conversion – Iona & Lindisfarne 		<p>Vikings to 1066: Viking struggle for the Kingdom of England to the time of Edward the Confessor.</p> <ul style="list-style-type: none"> • Viking raids & invasion - Lindisfarne • Resistance by Alfred the Great & Athelstan • Edward the Confessor & his death in 1066 	
Music	<p>Singing & recorders: play & perform in solo & ensemble contexts, using their voices & playing musical instruments with increasing accuracy, fluency, control & expression.</p>		<p>Singing & recorders: play & perform in solo & ensemble contexts, using their voices & playing musical instruments with increasing accuracy, fluency, control & expression.</p>		<p>Singing & recorders: play & perform in solo & ensemble contexts, using their voices & playing musical instruments with increasing accuracy, fluency, control & expression.</p>	
PE	<p>Swimming: swim competently, confidently & proficiently over a distance of at least 25 metres / use a range of strokes effectively such as front crawl, backstroke & breaststroke.</p> <p>Competitive games: play competitive games, modified where appropriate, such as badminton, basketball, cricket, football, hockey, netball, rounders & tennis, & apply basic principles suitable for attacking & defending.</p>		<p>Swimming: swim competently, confidently & proficiently over a distance of at least 25 metres / use a range of strokes effectively such as front crawl, backstroke & breaststroke / perform safe self-rescue in different water-based situations</p> <p>Dance: perform dances using a range of movement patterns.</p>		<p>Swimming: swim competently, confidently & proficiently over a distance of at least 25 metres / use a range of strokes effectively such as front crawl, backstroke & breaststroke / perform safe self-rescue in different water-based situations</p> <p>Athletics: use running, jumping, throwing & catching in isolation & in combination</p> <p>O&AA: take part in outdoor & adventurous activity challenges both individually & within a team</p>	