Year Four: Curriculum map 2018-19

Subject	Autumn 1st half	Autumn 2nd half	Spring 1st half	Spring 2nd half	Summer 1st half	Summer 2nd half
English	**Flood** *by Alvaro F. Villa* **The Spiderwick Chronicles** *by Holly Black and Toni DeTerlizzi* Non-chronological reports, writing narratives, writing instructions, writing poetry.	**The Firework-Makers Daughter** *by Phillip Pullman* Narrative writing, writing letters, persuasive writing.	**Coraline** *by Neil Gaiman* Newspaper reports, writing narratives, writing dialogue, setting descriptions.	**Charlie and The Chocolate Factory** *by Roald Dahl* Persuasive writing, writing narrative, newspaper reports, writing instructions, descriptive writing.	**Poetry:** *Grace Nicholls and James Carter* Exploring for and creating images.	**Why the Whales Came** *by Michael Morpurgo* Newspaper reports, writing letters, character description, writing narratives.
Maths	**Number and place value** Counting in multiples. Count backwards through zero to include negative numbers. Recognise the place value of each digit in a 4-digit number. Solve number and practical problems. **Addition and subtraction** Add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction. Estimate and use inverse operations. Solve addition and subtraction two-step problems. **Factors and calculating** Recall multiplication and division facts for multiplication tables six, nine and 12. Multiply together three numbers, recognise and using factor pairs and commutativity in mental calculations. Solve problems involving multiplying and adding, including using the distributive law to multiply 2-digit numbers by single-digit numbers. **2-D shape, angles and symmetry** Identify acute and obtuse angles and compare and order angles up to two right angles by size. Compare and classify geometric shapes based on their properties and sizes. Identify lines of symmetry in 2-D shapes. **Different numbers** Count in multiples of 6, 7, 9, 25 and 1000. Count backwards through zero to include negative numbers. Recognise the place		**Applying addition and subtraction** Add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction. Solve addition and subtraction two-step problems in contexts. Convert between different units of measure (e.g. kilometre to metre; hour to minute). Read, write and convert time between analogue and digital 12- and 24-hour clocks. Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. **Fractions and decimals** Recognise and show, using diagrams, families of common equivalent fractions. Add and subtract fractions with the same denominator. Count up and down in hundredths. Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to a quarter, half and three quarters. Find the effect of dividing a single- or 2-digit number by ten and 100. **Methods for multiplying** Recall multiplication and division facts for the 7 and 11 times tables. Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers. Multiply 2-digit numbers by a single-digit using a formal written layout.		**Number and place value** Count in multiples of 25 and 1000. Recognise the place value of each digit in a 4-digit number. Identify, represent and estimate numbers using different representations. Solve number and practical problems with increasingly large positive numbers. **Addition and subtraction problems** Add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction. Solve simple measures and money problems involving fractions and decimals to two decimal places. Estimate, compare and calculate different measures including money in pounds and pence. **Multiplication tables** Count in multiples of 25 and 1000. Recall multiplication and division facts for multiplication tables up to 12 × 12. Multiply 2-digit and 3-digit numbers by a single-digit number using a formal written layout. Solve problems involving multiplying and adding. **Perimeter, area and symmetry** Measure and calculate the perimeter of rectilinear figures (including squares) in centimetres and metres. Find the area of rectilinear shapes by counting squares. Complete a simple symmetrical figure with respect to a specific line of symmetry.	

	value of each digit in a 4-digit number. Order and compare numbers beyond 1000. Round any number to the nearest 10, 100 or 1000. Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.	**Polygons and coordinates** Compare and classify geometric shapes based on their properties and sizes. Describe positions on a 2-D grid as coordinates. Describe movements between positions as translations of a given unit. Plot specified points and draw sides to complete a given polygon.				
Topic Title	**The Living World**	**Light and Sound**	**Ancient Egyptians**	**Chocolate matters!**	**Bright Sparks**	**Viking Raiders**
Science	**Living Things and Their Habitats** Use classification keys to name, identify and group a variety of living things in the local and wider environment. Using and making guides to explore and identify local plants and animals; exploring how the local habitat changes throughout the year.	**Sound** Identify how sounds are made and investigate ideas relating to this. How does sound travel across distance and through different materials? How does the feature of an object affect the pitch of a sound? How does the distance affect the volume of the sound? **Light** Recognise that we need light to see things and that darkness is the absence of light. What happens to light when reflected of a surface? What happens when light is blocked by an opaque object?		**States of Matter** Identify solids, liquids and gases and describe how some materials can change from one state to another. What happens when materials are heated or cooled? At what temperate do materials change state? Grouping and classifying a variety of different materials. Observe changes in states of matter over time.	**Electricity** Construct simple series circuits using a variety of components. What happens to bulbs if more cells are added? What materials conduct electricity?	**Living Things and Their Habitats** A follow up study of local environments visited during the autumn term.

		What happens to shadows when the distance between the light source and object changes?				
History/ Geography	**The Rainforest** Identify the location of the world's rainforests in relation to the equator and the Tropics of Cancer and Capricorn. Discuss rainforests in relation to climate zones, biomes and vegetation belts. Name, identify and group living things found in the rainforest. Comparative study between living things in our local environment. Explore how animals are adapted to living in the rainforest. Explore the human impact on the rainforest in relation to deforestation.		**Ancient Egyptians** The achievements of the ancient Egyptians and an in depth study. How archaeologists use artefacts to find out clues about the past. Identify the location of Egypt and explain the importance of the Nile to ancient Egyptians. What was family life was like in ancient Egypt? What did the ancient Egyptians believe happened to them after death? Egyptian hieroglyphics. The role of pharaohs in ancient Egyptian society.	**The Water Cycle** Describe and understand key aspects of: water cycle/rivers.		**The Vikings** The Viking and Anglo-Saxon struggle for the kingdom of England to the time of Edward the Confessor. Viking raids and invasions; resistance by Alfred the Great and Athelstan; further Viking invasions and Danegeld; Anglo-Saxon laws and justice; Edward the Confessor and his death.

Art/Design Technology (DT)	How to design and build a comfortable shelter.	Using what we know about sound to design and create our own musical instruments.	Making an ancient Egyptian name cartouche. Ancient Egyptian wall art.	The Great Wave off Kanagawa by Hokusai – different printing techniques.	Designing and creating a working electrical product, demonstrating knowledge of circuits and their components.	Bird sculptures using clay.
Music	Musical express Poetry Music notation Performance poetry Using canon and ostinato Beatboxing & rap	Musical express Sounds How sounds are produced and classified. Beatboxing Four part harmony Perform jazzy rounds	Musical express Ancient Worlds Amazing Egyptians 20th century minimalist music Arrange and perform a layered pyramid structure.	Musical express Time Rhythm and Syncopation Play bell patterns Listening to orchestras Compose descriptive music	Musical express Around the world Explore pentatonic melodies Syncopated rhythms Music around the world	Musical express Building Structuring songs to provide different textures. Playing Body percussion and Tuned instruments
ICT	E-Safety	Basic Computing Skills	Computing (programming)	We are musicians!	Computing (programming)	We are historians!
RE	Traditions		Founders and Prophets		Community	
PE	Gymnastics, fitness circuits, football, basketball		Dynamic dance, badminton, outdoor adventurous activities, netball		Athletics, cricket, swimming, rounders	
French	Greetings, French names and Classroom instructions, Numbers 1 – 12, Days and months, Christmas		Colours, Personal information (about names, age and where they live), Numbers to 31, Classroom objects		Animals, Parts of the body, Fruit Birthdays (also revising numbers and months)	
PSCHE Learning about values	Trust, Equality, Peace, Thoughtfulness		Responsibility, Empathy, Forgiveness		Kindness, Collaboration, Respect, Happiness	