Curriculum Overview for Year 4

English Art & Design Computing Reading Writing Grammar Secure decoding of unfamiliar words Correctly spell common Use wider range of conjunctions Use sketchbooks to collect, record and evaluate ideas Design & write programs to achieve specific goals Use perfect tense appropriately Read for a range of purposes homophones Improve mastery of techniques such as drawing, painting Use logical reasoning Retell some stories orally Increase regularity of handwriting Select pronouns and and sculpture with varied materials Understand computer networks Discuss words that capture Plan writing based on familiar forms nouns appropriately Learn about great artists, architects & designers Use internet safely and appropriately imagination Organise writing into paragraphs Use simple organisational devices Retrieve & record information Use time & cause connectives Make inferences & justify Evaluate own and others' writing Use & punctuate direct speech Collect and present data appropriately predictions Read own writing aloud Use possessive apostrophe correctly Recognise a variety of forms of Use commas after fronted poetry **Design & Technology** Geography Use a wide range of equipment, materials & tools Develop practical &maintenance skills Locate world's countries, focussing on Europe & **Mathematics** 2 Communicate visually in 2-d and 3-d Americas focus on key physical & human features 2 Study a region of the UK (not local area) **Geometry & Measures Fractions & decimals** Use 8 points of compass, symbols & keys Compare 2-d shapes, including Recognise tenths & hundredths **Number/Calculation** Describe & understand climate, rivers, mountains, quadrilaterals & triangles Identify equivalent fractions ② Know all tables to 12 x 12 volcanoes, earthquakes, water cycle, settlements, trade Find area by counting squares 2 Add & subtract fractions with Secure place value to 1000 Use constructive comments to improve work links, etc. Calculate rectangle perimeters common denominators Use negative whole numbers Understand key events in design history Use fieldwork to observe, measure & record Identify acute, obtuse & right Recognise common equivalents Use Roman numerals to 100 (C) Round decimals to whole angles ② Column addition & subtraction Identify symmetry numbers Languages Music Modern Multiply & divide mentally Use first quadrant coordinates ☑ Solve money problems Use standard short multiplication Use voice & instruments with increasing accuracy, Listen & engage Data control and expression Ask & answer questions ☑ Use bar charts, pictograms & line Speak in sentences using familiar vocabulary Improvise & compose music graphs Listen with attention to detail Develop appropriate pronunciation Show understanding of words & phrases 2 Appreciate stories, songs, poems & rhymes ② Appreciate wide range of live & recorded music Broaden vocabulary **History** Science Begin to develop understanding of history Anglo-Saxons & Vikings **Biology** Classify living things The heptarchy Digestive system & teeth The spread of Christianity Physical) **Education Education** ② Evolution & Inheritance Religious **Norman Conquest** • Bullet 1 Battle of Hastings Chemistry Changes of state Domesday & Feudalism use running, jumping, catching and throwing in isolation The water cycle The Crusades and in combination 2 play competitive games, modified as appropriate 12th & 13th Centuries **Physics** Develop flexibility & control in gym, dance & athletics Plantagenets, Becket & Magna Carta Sound as vibrations 2 Compare performances to achieve personal bests Electricity: simple circuits & conductors Relations with Wales, Scotland & France

Template created by Michael Tidd 2013 www.primarycurriculum.me.uk