

Year 4 Curriculum Provision Map



Curriculum Drivers - interwoven throughout our Curriculum -

Ourselfs



Our Aspirations



Our Communities



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Theme	Gadget Magic <i>(shorter unit)</i>	An Island Invasion <i>(longer unit)</i>	Endangered Environments <i>(long unit)</i>		Who Cares? <i>(long unit)</i>	
Numeracy	Knowing & Using Numbers Addition & Subtraction Properties of shape Multiplication	Position, direction & movement Division Fractions & Decimals Measurement Cross curricular application of statistics	Knowing & Using Numbers Addition & Subtraction Properties of shape Multiplication	Position, direction & movement Division Fractions & Decimals Measurement Cross curricular application of statistics	Revision and embedding of Year 4 Key Concepts assessed as not yet secure	
Literacy	a new chapter for a story an advice leaflet a presentation to a panel Grammar focus: Direct speech, suffixes, prefixes	a poem in free verse an article in the style of a recount/ newspaper Grammar focus: Third person past tense	write a new story using characters from a known story write about a person's life from given information Grammar focus: First person past tense, reported speech and/or direct speech a play script based on a the characters from Rumpelstiltskin write evidence to present to a courtroom Grammar focus: apostrophes to show belonging	write in role as a character an entry for a class newspaper set during the Victorian times Grammar focus: first person and past tense, standard and non-standard English, paragraphs, subordinate clauses a tension filled episode to include in a known story a trailer script to advertise a film Grammar focus: use of pro-nouns to avoid repetition, direct speech, writing questions to engage a reader		
Science	Electricity: Simple circuits Switches, bulbs & buzzers	States of Matter: Solids, liquids & gases Changes of state <i>(evaporation/condensation)</i>	Animals Including Humans: Food chains Living Things and Their Habitats: Identification and Classification States of Matter: The water cycle Light: Shadows and reflection		Animals Including Humans: The digestive system Human teeth and their function	
Computing	Collect and Communicate: create a PowerPoint Presentation about technology	Coding: create a game using Scratch based on a Roman theme.	Connect and Communicating: research an environmental issue, learn about using the Internet safely and responsibly through blogging an issue based on this theme.		Coding: use Scratch to create an animated program that depicts the journey of digestion.	
History	NONE	The Roman Empire and its impact on Britain. Britain's settlement by Anglo-Saxons and Scots. The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.	NONE		A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066: <i>Rights in Society:</i> The children's reforms of Victorian times (Dr Barnardo) 20 th Century and modern champions of the people	
Geography	NONE	Geographical Skills and Field work: A study of Exeter (changes over time) Human and Physical Geography: Types of settlement and land use Economic activity and trade links	Locational Knowledge: South America Latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn. Human and Physical Geography:		NONE	

			Amazon basin study: climate zones, biomes and vegetation belts, rivers, mountains the water cycle. Place Knowledge: Contrast a region of the UK with South America				
Art and Design	NONE	Collage (clay): Clay Roman pattern mosaic floor	Painting and drawing: Rainforest animal camouflage Personal composition: 'Spirit of the Rainforest' John Dyer and Nixiwaka Yawanawa.	Textiles: Victorian sampler bookmark			
Design Technology	Electrical Systems: electrical loop game	Mechanisms: Levers and pivots Roman catapults	Joining and Strengthening materials: Rainforest canopy 3D model	Design: Symbols and logos			
Music	UKULELE PROVISION: Describe Music pitch, duration, beat, silence Perform and Evaluate Play notes on an instrument with care so they are clear.		UKULELE PROVISION: Compose and Transcribe Create accompaniments for tunes Order, combine and control sounds Transcribing compositions: Non-standard symbols/notation Perform and Evaluate Sing from memory with accurate pitch in in tune Maintain a simple part within a group	UKULELE PROVISION: Transcribing compositions: Non-standard symbols/notation Perform and Evaluate Play notes on an instrument with care so they are clear. Sing from memory with accurate pitch/sin in tune Maintain a simple part within a group Evaluate music using musical vocabulary to identify areas of likes and dislikes.			
Physical Education	Games/Gymnastics	Games: Multi skills	Swimming	Gymnastics: Travelling on and off apparatus	Games: Bat and ball games	Gymnastics: Balancing and controlling movements	Athletics: running skills (sprinting and long distance) throwing skills (under and over arm)
	Dance	NONE (short unit)	Roman Dance: (whole class)	Rhythms of the Rainforest dance (groups)		Oliver Twist dance (partners)	
Religious Education	Religion and The Individual (Islam) Christmas (Christian)		Religion and The Community (Islam) Easter (Christian)		Inspirational People (Values and Beliefs)		
Languages	FRENCH Revision of Key Learning from Year 3: Greetings/gender/Je suis & Je m'appelle/colours/numbers 1-15.	FRENCH: Naming animals/body parts/colours/big & small/adjectives/naming food/Christmas in France	FRENCH: Asking for foods/numbers and months/saying and writing dates/birthdays/descriptions of ourselves/descriptions of others/family members/April Fool's Day in France		FRENCH: Possessive adjectives/name items of clothing French food project		
PSHME	Themselves: Playing by the rules of democracy	Communities: Empathy and Understanding Anti-bullying	Awareness of the Behaviour of Others: Responding to peer pressure	Respecting Others: Resisting stereotypes	Keeping Healthy and Safe: Healthy body and mind Local Area: Looking after our local, natural and built environment		