

## Year 4 Curriculum Overview

Mastery Maths	Geometry	Addi	ition Statistics		Time		euro	Area
	Place Value	Subtra		Fractions	Decimals	Measure Area		Geometry
				Fractions				Geometry: Position
	Subtraction	Multipl Divis			Decimals: money			and Movement
	Subtraction	DIVIS	SION		Measure			Roman Numerals
								Calculations
								through Statistics
								Calculation
								Deepening
Writing	To entertain:	To entertain:		To inform: The	To entertain and	To inform:		To persuade:
	Shackleton's	Queen of	Darkness	Lightning Catcher	Inform: Anglo-	Shack		Shackleton's
	Journey				Saxon Boy	Journey		Journey
Reading for Mastery	The Queen of	Just Read: Where		The Lightning	Anglo-Saxon Boy	Reading for		Just Read: Where
	Darkness	the Mou		Catcher	Let's Think English	Mastery:		the Mountains
				Let's Think English		Let's Thin	k English	Roared/The Wolves
	_		oughby					of Willoughby
		Cha	ase					Chase
A+	2D/2D drouvin	a and			2D drowing and	nointing		
Art 2D/3D – drawir		•			2D – drawing and			
	sculpture				Illuminated letters			
Make a Roman coin (low relief sculpti techniques		pture			Typograph	-		
					The art of illumi			
		es			manuscrip			
	Mark Langan							
	James Lake	е						
Design		Sı		ustainability			CA	D and design
Technology		Make a product from						FT x 2
	recycled fabric.		•			Design	a wheelchair for	
			Textiles				difficult terrain	
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							Design a	lag for antarctica			
							– UK F	Polar Network			
Geography			Fxt	treme Earth			Antarctica				
History	Roman Brita	ain		The Norma				Interotiou			
-						The Pentecost					
RE	What kind of world did Jesus want?			– The five pillars of Islam.							
	Values – Christiar	is and Hum	nanists	The pi	rophet	What is it like to be a Sikh?					
Personal	Respectful Relationships										
Development	Living in the Wider World										
-	Health and Wellbeing										
PE (Get Set	Football	Swimming		Dodgeball	Swimming	Cricket		Swimming			
4 PE Scheme)			_								
Science	Animals,	Electricity		States of Matter - materials		Living Things and		Sound			
	including					Habitats					
	Humans										
Compute	iSafe			iData		iAnimate					
(iCompute Scheme)	iProgram- unit 1			iDo WeDo		iProgram- unit 2					
(,				iAnii	iMail						
Music	Mamma Mia			Stop!		Blackbird					
(Charanga Scheme)	Glockenspiel Stage 2			Lean on me		Reflect, rewind and replay					
MFL (Language Angels)	Instruments			Shapes		My home					
	Do you have a pet?			My fa	Presenting myself						

