Year 4 Curriculum Overview

English

Reading

- Use knowledge to read 'exception' words
- Read range of fiction and non-fiction
- Listen to and discuss a wide range of fiction, poetry, plays, non-fiction and reference books or textbooks
- Use dictionaries to check meaning
- Prepare poems and plays to perform
- Identify themes and conventions
- Check own understanding of reading
- Explain meanings of words in context
- Recognise some different forms of poetry
- Draw inferences and make predictions
- Retrieve and record information from non-fiction books
- Identify main ideas drawn from more than one paragraph and summarising these
- Identify how language, structure, and presentation contribute to meaning
- Discuss reading with others

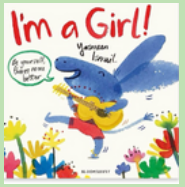
Writing

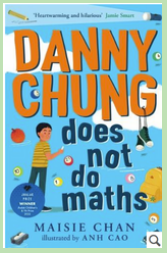
- Use prefixes and suffixes in spelling
- Use dictionary to confirm spellings
- Write simple dictated sentences
- Use handwriting joins appropriately
- Plan to write based on familiar text types
- Rehearse sentences orally for writing
- Use varied rich vocabulary
- Begin to use paragraphs
- Create settings, characters and plots
- Assess effectiveness of own and others' writing
- Proofread for spelling and punctuation errors
- Understand the difference between plural and possessive - s
- Use fronted adverbials
- Use paragraphs
- Use commas after fronted adverbials
- Use inverted commas and other punctuation accurately within direct speech
- Use apostrophes to mark plural possession

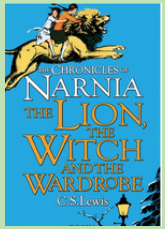
Speaking and Listening

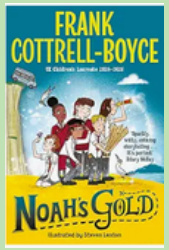
- Listen and respond appropriately to adults and their peers
- Ask relevant questions to extend their understanding and knowledge
- Use relevant strategies to build their vocabulary
- Articulate and justify answers, arguments and opinions
- Give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings
- Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments
- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
- Speak audibly and fluently with an increasing command of Standard English
- Participate in discussions, presentations, performances, role play/improvisations and debates
- Gain, maintain and monitor the interest of the listener(s)
- Consider and evaluate different viewpoints, attending to and building on the contributions of others
- Select and use appropriate registers for effective communication

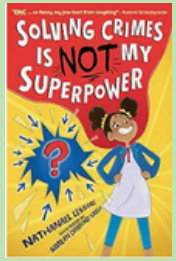
Core Texts

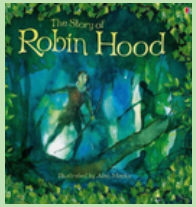


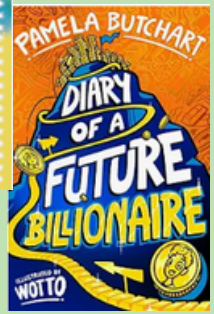












Maths

Number and Place Value

- count in multiples of 6, 7, 9, 25 and 1,000
- find 1,000 more or less than a given number
- count backwards through 0 to include negative numbers
- recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s, and 1s)
- order and compare numbers beyond 1,000
- identify, represent and estimate numbers using different representations
- round any number to the nearest 10, 100 or 1,000
- solve number and practical problems that involve all of the above and with increasingly large positive numbers
- read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of 0 and place value

Fractions (including decimals)

- recognise and show, using diagrams, families of common equivalent fractions
- count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10
- solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number
- add and subtract fractions with the same denominator
- recognise and write decimal equivalents of any number of tenths or hundreds
- recognise and write decimal equivalents to , ,
- find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths
- round decimals with 1 decimal place to the nearest whole number
- compare numbers with the same number of decimal places up to 2 decimal places
- solve simple measure and money problems involving fractions and decimals to 2 decimal places

Addition and Subtraction

- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- estimate and use inverse operations to check answers to a calculation
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

Measurement

- convert between different units of measure [for example, kilometre to metre; hour to minute]
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- find the area of rectilinear shapes by counting squares
- estimate, compare and calculate different measures, including money in pounds and pence
- read, write and convert time between analogue and digital 12- and 24-hour clocks
- solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days

Statistics

- interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs
- solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs

Multiplication and Division

- recall multiplication and division facts for multiplication tables up to 12 × 12
- use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers
- recognise and use factor pairs and commutativity in mental calculations
- multiply two-digit and three-digit numbers by a one-digit number using formal written layout
- solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects

Geometry

- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- identify acute and obtuse angles and compare and order angles up to 2 right angles by size
- identify lines of symmetry in 2-D shapes presented in different orientations
- complete a simple symmetric figure with respect to a specific line of symmetry
- describe positions on a 2-D grid as coordinates in the first quadrant
- describe movements between positions as translations of a given unit to the left/right and up/down
- plot specified points and draw sides to complete a given polygon

Science

Working Scientifically

- asking relevant questions and using different types of scientific enquiries to answer them
- setting up simple practical enquiries, comparative and fair tests
- making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers
- gathering, recording, classifying and presenting data in a variety of ways to help in answering questions
- recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables
- reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions
- identifying differences, similarities or changes related to simple scientific ideas and processes
- using straightforward scientific evidence to answer questions or to support their findings

Electricity

- identify common appliances that run on electricity
- construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery
- recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- recognise some common conductors and insulators, and associate metals with being good conductors

Sound

- identify how sounds are made, associating some of them with something vibrating
- recognise that vibrations from sounds travel through a medium to the ear
- find patterns between the pitch of a sound and features of the object that produced it
- find patterns between the volume of a sound and the strength of the vibrations that produced it
- recognise that sounds get fainter as the distance from the sound source increases

Animals and Humans

- describe the simple functions of the basic parts of the digestive system in humans
- identify the different types of teeth in humans and their simple functions
- construct and interpret a variety of food chains, identifying producers, predators and prey

Living Things and their Habitats

- recognise that living things can be grouped in a variety of ways
- explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
- recognise that environments can change and that this can sometimes pose dangers to living things

States of Matter

- compare and group materials together, according to whether they are solids, liquids or gases
- observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C)
- identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature

History

- Why did the Romans invade Britain and what did they leave behind for us?
- Who was most successful at invading Britain, Anglo Saxons or Scots?
- How has migration impacted the community of Southall over the last 100 years?

Geography

- What is the physical geography of the Amazon
- What is the human geography of the Amazon?
- What shops do we have in Southall and do they meet the needs of the community?

Art and Design

- Drawing and Sketchbooks - Stroytelling through Drawing
- Surface and Colour - Exploring Still Life
- Working in Three Dimensions - Art of Display

Design Technology

- Textiles - Cushions
- Electrical Systems - Torches
- Cooking and Nutrition - Wrap for a School Lunch

Physical Education

- Coordination - Footwork, Ball Skills, Sending and Receiving
- Static Balance - One Leg, Seated, Stance, Floor Work
- Dynamic Balance - On a Line
- Dynamic Balance to Agility - Jumping and Landing
- Agility - Reaction and Response, Ball Chasing

Year 4 also take part in Swimming Lessons

Computing

- Computing Systems and Networks: Collaborative Learning
- Programming: Further Coding with Scratch, Computational Thinking and Repetition in Shapes
- Creating Media : Website Design
- Data Handling: Investigating Weather

Musical Structures	oring Feelings when you	ompose with Your Friend	Feelings through Music	pression and Improvisati	The Show Must Go On

- Self-image and Identity
- Online Relationships
- Online Reputation
- Online Bullying
- Managing Online Information
- Health, Wellbeing and Lifestyle
- Privacy and Security
- Copyright and Ownership

Health Education)

- Why are respectful relationships important?
- What action can I take to look after my health?
- What is citizenship?
- How can I support my community?
- What changes happen as I grow up?
- What can I do about risks?

s and Health Education)

- To understand good friendships
- To identify the people in my family, while recognising that not all families look like mine
- To explain where I can get help and support
- To understand basic facts about puberty
- To begin to understand menstruation

Music

- Create And Notate
- Singing And Traditions
- Recycling Songs
- Exploring Musical Contrasts
- FX Sound Effects
- Round And Round

Spanish

- Phonetics
- Presenting Myself
- Family
- Classroom
- Cafe
- What is the weather?

Curriculum Experiences

- History - Guildhall Amphitheatre Explorers
- Geography - Prime VR Rainforests and Local Fieldwork
- English - Southall Library
- RE - Buddist Temple
- PE - Yoga, Sports Day and Dance Show
- Museum Learning - Museum of London Docklands