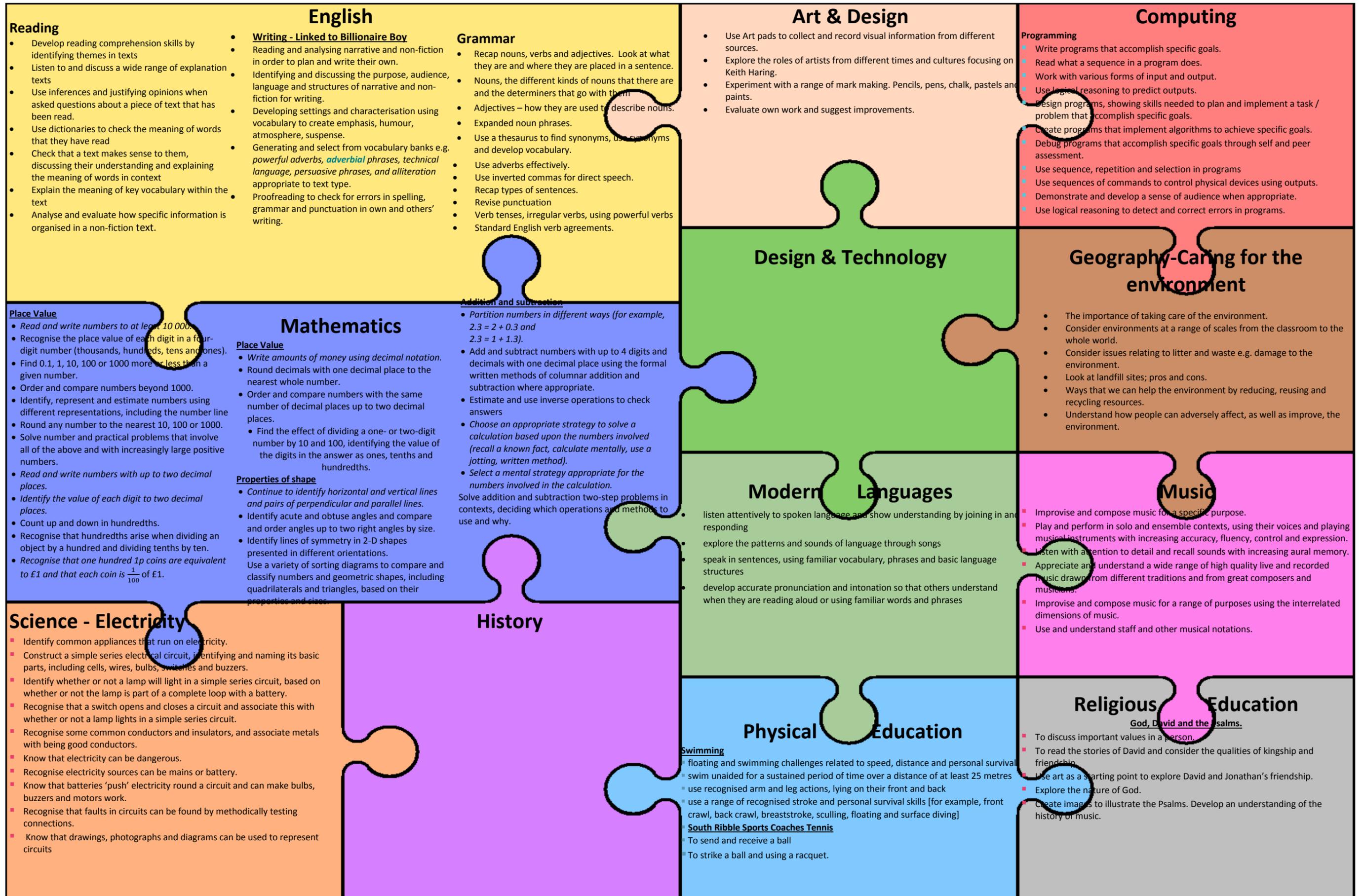


Curriculum Overview for Year 4 Autumn Term First Half 2018



English

Reading

- Develop reading comprehension skills by identifying themes in texts
- Listen to and discuss a wide range of explanation texts
- Use inferences and justifying opinions when asked questions about a piece of text that has been read.
- Use dictionaries to check the meaning of words that they have read
- Check that a text makes sense to them, discussing their understanding and explaining the meaning of words in context
- Explain the meaning of key vocabulary within the text
- Analyse and evaluate how specific information is organised in a non-fiction text.

Writing - Linked to Billionaire Boy

- Reading and analysing narrative and non-fiction in order to plan and write their own.
- Identifying and discussing the purpose, audience, language and structures of narrative and non-fiction for writing.
- Developing settings and characterisation using vocabulary to create emphasis, humour, atmosphere, suspense.
- Generating and select from vocabulary banks e.g. *powerful adverbs, adverbial phrases, technical language, persuasive phrases, and alliteration* appropriate to text type.
- Proofreading to check for errors in spelling, grammar and punctuation in own and others' writing.

Grammar

- Recap nouns, verbs and adjectives. Look at what they are and where they are placed in a sentence.
- Nouns, the different kinds of nouns that there are and the determiners that go with them
- Adjectives – how they are used to describe nouns.
- Expanded noun phrases.
- Use a thesaurus to find synonyms, use synonyms and develop vocabulary.
- Use adverbs effectively.
- Use inverted commas for direct speech.
- Recap types of sentences.
- Revise punctuation
- Verb tenses, irregular verbs, using powerful verbs
- Standard English verb agreements.

Art & Design

- Use Art pads to collect and record visual information from different sources.
- Explore the roles of artists from different times and cultures focusing on Keith Haring.
- Experiment with a range of mark making. Pencils, pens, chalk, pastels and paints.
- Evaluate own work and suggest improvements.

Computing

Programming

- Write programs that accomplish specific goals.
- Read what a sequence in a program does.
- Work with various forms of input and output.
- Use logical reasoning to predict outputs.
- Design programs, showing skills needed to plan and implement a task / problem that accomplish specific goals.
- Create programs that implement algorithms to achieve specific goals.
- Debug programs that accomplish specific goals through self and peer assessment.
- Use sequence, repetition and selection in programs
- Use sequences of commands to control physical devices using outputs.
- Demonstrate and develop a sense of audience when appropriate.
- Use logical reasoning to detect and correct errors in programs.

Mathematics

Place Value

- Read and write numbers to at least 10 000.
- Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones).
- Find 0.1, 1, 10, 100 or 1000 more or less than a given number.
- Order and compare numbers beyond 1000.
- Identify, represent and estimate numbers using different representations, including the number line
- Round any number to the nearest 10, 100 or 1000.
- Solve number and practical problems that involve all of the above and with increasingly large positive numbers.
- Read and write numbers with up to two decimal places.
- Identify the value of each digit to two decimal places.
- Count up and down in hundredths.
- Recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten.
- Recognise that one hundred 1p coins are equivalent to £1 and that each coin is $\frac{1}{100}$ of £1.

Place Value

- Write amounts of money using decimal notation.
- Round decimals with one decimal place to the nearest whole number.
- Order and compare numbers with the same number of decimal places up to two decimal places.
 - 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.

Properties of shape

- Continue to identify horizontal and vertical lines and pairs of perpendicular and parallel lines.
- Identify acute and obtuse angles and compare and order angles up to two right angles by size.
- Identify lines of symmetry in 2-D shapes presented in different orientations.
- Use a variety of sorting diagrams to compare and classify numbers and geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.

Addition and subtraction

- Partition numbers in different ways (for example, $2.3 = 2 + 0.3$ and $2.3 = 1 + 1.3$).
- Add and subtract numbers with up to 4 digits and decimals with one decimal place using the formal written methods of columnar addition and subtraction where appropriate.
- Estimate and use inverse operations to check answers
- Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method).
- Select a mental strategy appropriate for the numbers involved in the calculation.

Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

Design & Technology

Geography-Caring for the environment

- The importance of taking care of the environment.
- Consider environments at a range of scales from the classroom to the whole world.
- Consider issues relating to litter and waste e.g. damage to the environment.
- Look at landfill sites; pros and cons.
- Ways that we can help the environment by reducing, reusing and recycling resources.
- Understand how people can adversely affect, as well as improve, the environment.

Science - 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.
- Know that electricity can be dangerous.
- Recognise electricity sources can be mains or battery.
- Know that batteries 'push' electricity round a circuit and can make bulbs, buzzers and motors work.
- Recognise that faults in circuits can be found by methodically testing connections.
- Know that drawings, photographs and diagrams can be used to represent circuits

History

Modern Languages

- listen attentively to spoken language and show understanding by joining in and responding
- explore the patterns and sounds of language through songs
- speak in sentences, using familiar vocabulary, phrases and basic language structures
- develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases

Swimming

- floating and swimming challenges related to speed, distance and personal survival
- swim unaided for a sustained period of time over a distance of at least 25 metres
- use recognised arm and leg actions, lying on their front and back
- use a range of recognised stroke and personal survival skills [for example, front crawl, back crawl, breaststroke, sculling, floating and surface diving]

South Ribble Sports Coaches Tennis

- To send and receive a ball
- To strike a ball and using a racquet.

Music

- Improvise and compose music for a specific purpose.
- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- Listen with attention to detail and recall sounds with increasing aural memory.
- Appreciate and understand a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians.
- Improvise and compose music for a range of purposes using the interrelated dimensions of music.
- Use and understand staff and other musical notations.

Religious Education

God, David and the Psalms.

- To discuss important values in a person.
- To read the stories of David and consider the qualities of kingship and friendship.
- Use art as a starting point to explore David and Jonathan's friendship.
- Explore the nature of God.
- Create images to illustrate the Psalms. Develop an understanding of the history of music.

