

# Year 4 Curriculum Overview Summer

## ENGLISH

### Writing

**Odd and the Frost Giants by Neil Gaiman and Chris Riddell**

We will make links to our History topic.

We will use this book as a stimulus to write character descriptions and letters.

We will develop our use of a range of punctuation.

We will practise writing noun phrases to develop our ideas.

### Film Narrative: The Lighthouse

After watching a short film, we will explore how to create a narrative, using many of the writing skills we have practised this year.

This will link to our Science and DT topics.

### Reading

**Our main text will be: Viking Voyagers by Jack Tite**

We will make links to our History topic.

**We will also use a** range of fiction, non-fiction and poetry texts to teach the key reading skills.

	Content Domain
Author Choice	2g: Identify/explain how meaning is enhanced through choice of words and phrases.
Vocabulary	2a: Give/explain the meaning of words in context.
Compare, Contrast & Comment	2f: Identify/explain how information/narrative content is related and contributes to meaning as a whole.
	2h: Make comparisons within the text.
Retrieval	2b: Retrieve and record information/identify key details from fiction and non-fiction.
Inference	2d: Make inferences from the text/explain and justify inferences with evidence from the text.
Summary	2c: Summarise main ideas from more than one paragraph.
Prediction	2e: Predict what might happen from details stated and implied.

### Spelling

We will continue to practise a range of spelling strategies.

Each week, we will continue to practise Common Exception Words and Y3&4 Statutory Spellings.

# MATHS

## Decimals

### We will learn:

- To make a whole with tenths
- To make a whole with hundredths
- To partition decimals
- To flexibly partition decimals
- To compare decimals
- To order decimals
- To round to the nearest whole number
- Halves and quarters as decimal

## Money

### We will learn:

- To write money using decimals
- To convert between pounds and pence
- To compare amounts of money
- To estimate with money
- To calculate with money
- To solve problems with money

## Time

### We will learn:

- Years, months, weeks and days
- Hours, minutes and seconds
- To convert between analogue and digital times
- To convert to the 24-hour clock
- To convert from the 24-hour clock

## Position and Direction

### We will learn:

- To describe position using coordinates
- To plot coordinates
- To draw 2-D shapes on a grid
- To translate on a grid
- To describe translation on a grid

## Statistics

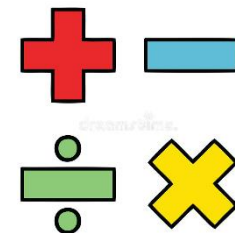
### We will learn:

- To interpret charts
- About comparison, sum and difference
- To interpret line graphs
- To draw line graphs

## Shape

### We will learn:

- To understand angles as turns
- To identify angles
- To compare and order angles
- About triangles, quadrilaterals and polygons
- About lines of symmetry
- To complete a symmetric figure



## ART & DESIGN

### Sculpture, Structure, Inventiveness & Determination

**Disciplines:** Drawing, Sketchbooks, Sculpture

**Key Concepts:**

- We will explore formal drawing and sculpture skills such as line, mark-making, shape, form, balance and structure, as well as how it feels to make art.
- We will explore how we can appreciate a sense of challenge, and a feeling of trying things out without fear of failure or “wrong or right”.

**Artists:** Marcus Coates

## COMPUTING

### Photo Editing

**We will learn:**

- To explain that digital images can be changed.
- To change the composition of an image.
- To describe how images can be changed for different uses.
- To make good choices when selecting different tools.
- To recognise that not all images are real.
- To evaluate how changes can improve an image.

## DESIGN & TECHNOLOGY

### Battery Operated Lights

**We will:**

- Develop design-criteria and a design.
- Develop and communicate a design for a model lighthouse.
- Select materials and components to make a lighthouse.
- Create a well-finished product.
- Complete a detailed evaluation of the finished product.

## GEOGRAPHY

### What's it like in Whitby?

**We will:**

- Identify Whitby and its major features.
- Compare the physical geography of Whitby with that of our own area.
- Create a travel guide for a trip to Whitby

## HISTORY

### Vikings and Anglo Saxons

#### We will learn:

- What life was like in England (Britannia) at the end of the 4th century?
- How life changed in England after the fall of Roman Empire?
- Why the Angles, Saxons and Jutes invaded and settled in Britain.
- About the heptarchy of Anglo-Saxon England.
- Why the Anglo-Saxons travelled to and settled in Britain?

## LANGUAGES: FRENCH

#### We will learn:

- To understand and follow instructions, name parts of the body, and say what we are wearing.
- To identify colours.
- Key vocabulary and phrases on the theme of school.
- To describe places in a town.
- To count to 100.

## MUSIC

### Trumpets



#### We will learn:

- To perform music from appropriate notation – recognise and play 4 beat, 2 beat, 1 beat,  $\frac{1}{2}$  beat notes and rests.
- To recognise pitch and play different melodies and rhythms – play C,D, E and B on the trumpet and play pieces using a combination of these notes.
- To control their sound quality on the trumpet – be aware of whether they are playing the correct note.
- To understand and demonstrate knowledge of musical vocabulary.
- To count accurately and interpret rests and pauses.
- To perform as part of an ensemble.

## P.E.

#### We will learn:

#### Athletics

- long jump and triple jump,
- push, pull and fling throw,
- sprints
- relays

#### Striking and fielding

- caterpillar cricket
- bucket rounders
- principles of batting and fielding

## P.S.H.E.

### Nutrition and Food – Communication – Emotions Health and Wellbeing, Relationships

#### We will:

- Identify strengths and set future goals.
- Understand what self-respect means.
- Talk about family links and connections.
- Celebrate diversity and develop awareness of religious views.
- We will understand the impact of money choices.

## R.E.

### Humanism

#### We will learn:

- That Humanists primarily make decisions about right and wrong, based on what is perceived to bring justice, happiness and peace.
- That Humanists do not believe that knowledge of right and wrong comes from a deity (god) or deities, or that good deeds or wrong-doing will be judged and/or punished by a god or gods.

### Agape

#### We will learn:

- To know that Christians try to be like Jesus and obey his teachings.
- To recall the story of the Good Samaritan.
- To know context & background of Good Samaritan story.
- To explain how the story displays disinterested love to all.
- To answer relevant questions using reasons and information.

## SCIENCE

### Electricity

#### We will:

- Explore electrical appliances and electrical safety.
- Learn about electrical components in a series circuit.
- Investigate electrical circuits.
- Explore conductors and insulators.
- Learn about electrical switches.
- Investigate how electrical components can change within a circuit.
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### Animals including humans/ Living things and their habitats

#### We will learn:

- Digestion is the way the body breaks down food so it can be absorbed.
- The simple functions of the basic parts of the digestive system in humans.
- The different types of teeth in humans and their simple functions.
- That animals can be grouped depending on what they eat.
- How to construct and interpret a variety of food chains.
- That living things can be grouped using classification keys based on their characteristics.
- That environments can change and that this can sometimes pose dangers to living things.



## AWARENESS AND ENRICHMENT OPPORTUNITIES

- Film Festival
- Road Safety Talks
- PANTS Day
- Visit to the Museum of Somerset.
- Sports Day
- Wildside Residential