

# Curriculum Overview for Year 4 Spring term 2018

<b>English</b>		<b>Mathematics</b>			
<p><b>Recounts</b> Secure decoding of unfamiliar words Read for a range of purposes Retell some stories orally Discuss words &amp; phrases that capture the imagination Identify themes &amp; conventions Retrieve &amp; record information Make inferences &amp; justify predictions Recognise a variety of forms of poetry Identify &amp; summarise ideas</p>	<p><b>Writing</b> Correctly spell common homophones Increase regularity of handwriting Plan writing based on familiar forms Organise writing into paragraphs Use simple organisational devices Proof-read for spelling &amp; punctuation errors Evaluate own and others' writing Read own writing aloud</p>	<p><b>Grammar</b> Use wider range of conjunctions Use perfect tense appropriately Select pronouns and nouns for clarity Use &amp; punctuate direct speech Use commas after front adverbials Speaking &amp; Listening Articulate &amp; justify opinions Speak audibly in Standard English Gain, maintain &amp; monitor interest of listeners</p>	<p><b>Number/Calculation</b> Know all tables to 12 x 12 Secure place value to 1000 Use negative whole numbers Round numbers to nearest 10, 100 or 1000 Use Roman numerals to 100 (C) Column addition &amp; subtraction up to 4 digits Multiply &amp; divide mentally Use standard short multiplication</p> <p>Compare 2-d shapes, including quadrilaterals &amp; triangles Find area by counting squares Calculate rectangle perimeters Estimate &amp; calculate measures Identify acute, obtuse &amp; right angles Identify symmetry Use first quadrant coordinates Introduce simple translations</p> <p><b>Data</b> Use bar charts, pictograms &amp; line graphs</p> <p>Recognise tenths &amp; hundredths Identify equivalent fractions Add &amp; subtract fractions with common denominators Recognise common equivalents Round decimals to whole numbers Solve money problems</p>		
<b>Computing</b>		<b>Art</b>		<b>Geography</b>	
<p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Learn to use a chrome book Create a wiki page – co authors Musicians – create tunes online</p>		<p>Pastels for clowns Poster art Circus artists, e.g. Degas Moving figures (acrobats, tumblers, etc) Silhouette art (see Pinterest)</p>		<p>Map work on circuses around the world (location) Location study on a circus country of your choice (home learning?) Circus tour dates (mapping a tour) – scale, atlas work, distance between sites, reasons for choice of location, grid references, contour maps</p>	
<b>French</b>		<b>DT</b>		<b>Music</b>	
<p>Listen &amp; engage Ask &amp; answer questions Speak in sentences using familiar vocabulary Develop appropriate pronunciation Show understanding of words &amp; phrases Appreciate stories, songs, poems &amp; rhyme Broaden vocabulary – animals &amp; commands &amp; facial features of clowns, etc</p>		<p><b>Making a musical instrument</b> Use research &amp; criteria to develop products which are fit for purpose Use annotated sketches and prototypes to explain ideas</p> <p><b>Electrical toys</b> Understand motors; design and make “circus” models Clown board with light-up eyes, spinning bow tie, buzzing nose, etc Circus game &amp; games based on circuitry</p>		<p>Use voice &amp; instruments with increasing accuracy, control and expression Improvise &amp; compose music Listen with attention to detail Appreciate wide range of live &amp; recorded music Begin to understand musical history Circus music, Most Beautiful Music: Circus Fantasy (3/4), The Carousel (Happy Carnival) (3/4), Circus Music Circus Performers (3/4), Creepy Circus Music Spooky Mansion (3,4) Vampire Music Transylvania –all about beat &amp; mood</p>	
<b>Science</b>		<b>History</b>		<b>RE</b>	
<p><b>Electricity</b> Name parts in circuits &amp; know their function</p>		<p><b>History of the circus</b></p>		<p>Continue to follow locally agreed syllabus for RE. This will be taught as RE days across the whole school.</p>	

<p>Understand series circuits &amp; switches  Understand functions in design of insulators &amp; conductors  <b>Sound</b>  identify how sounds are made - vibrations  the ear  investigating pitch and volume  sounds get fainter as the distance from the sound source increase  ways to magnify sound (Ring-master)  ways to insulate sound (complaints re noise)  make own instruments (DT link)</p>	<p>animal acts (Rome, Tudors, etc)  Greek hippodromes  Philip Astley  Barnum and Bailey  Freak shows in the Victorian era  International circus – Russian, Chinese, etc (Geog link)  Controversy (animal acts)</p>	<p><b>PE</b>  play competitive games, modified where appropriate [this term, netball], and apply basic principles suitable for attacking and defending  develop flexibility, strength, technique, control and balance [this term, through gymnastics]</p>
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