
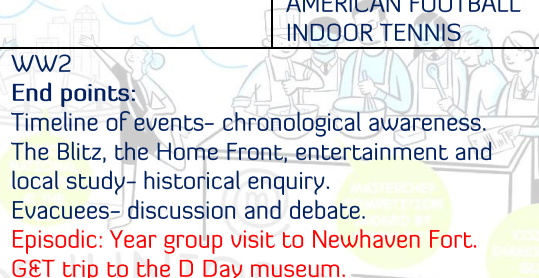
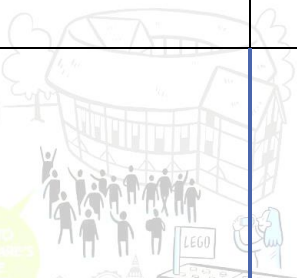
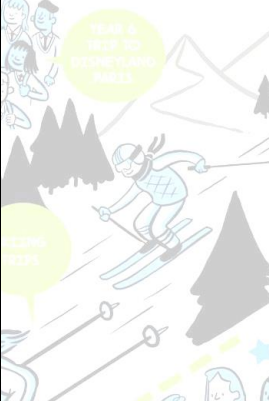
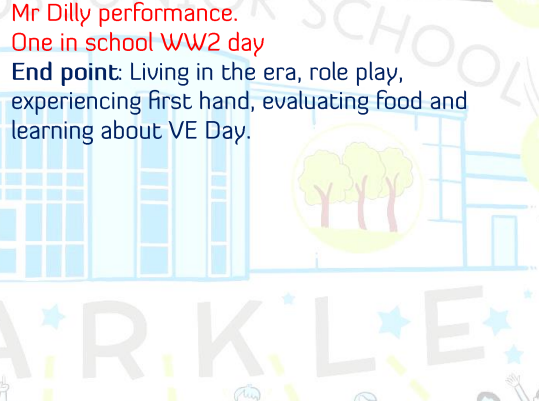
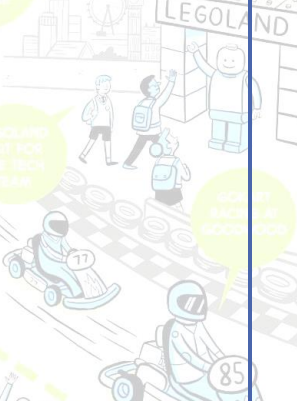
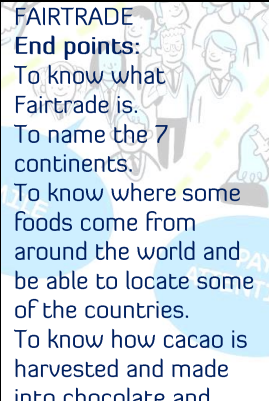

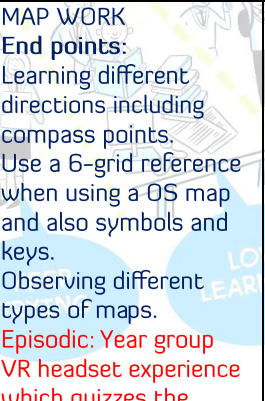






Curriculum Provision Map – Year 4

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	<p>Roald Dahl unit: Non-Fiction: fact file Recount: diary Character description: Mr. Twit's beard Narrative: Dream Jar Drama: role play Matilda Episodic: Roald Dahl Day End point: To understand the impact of Roald Dahl's works and use these to influence our writing.</p> <p>Secrets of Black Rock unit: Narrative: end the story End point: To use year 4 grammar strands and write creatively an ending to a story.</p>	<p>The Lion & The Unicorn unit: Historical Narrative: Letter writing Setting description: Secret Garden Compare and contrast characters: Joyce & Nelly Character description: Lenny Respond to text: Letter or diary as Lenny or end the story in the style of a narrative. End point: To be able to choose a style of writing and respond using the story and their knowledge from History lessons on evacuees. Episodic: WW2 day Winter poetry: End point: To create a perform their own poem using figurative language.</p>	<p>Snow White in New York unit: Character descriptions: evil stepmother and own evil villain Persuasive advert: bodyguard Recount: diary entry Narrative: retelling the story with a twist End point: To be able to write a diary with independence choosing a character to portray. To identify features of persuasion and use these in their own writing. To be able to re-write a story with their own twist.</p>	<p>There's A Boy in the Girls' Bathroom unit: Inferencing and character profiling: Bradley, Carla & Jeff Recount: agony aunt style email. Recount: letter writing in response to the text Debate: to be able to debate a key event of the story End point: To be able to independently write a letter recount. To be able to debate and analyse a text in depth.</p>	<p>Once upon a Raindrop unit: Non – Fiction: factual tour script of the water cycle (modelled). Non-fiction: factual tour script of our school (independent) End point: To be able to independently write non-fiction tour script for Dr Jones to use to show visitors around our school.</p>	<p>The Leafy Thorndraggle unit: Non-Fiction setting description: Ghana Fictional character description: Leafy Thorndraggle Non -Fiction: non-chronological report on a mythical being End point: To be able to independently write a non-fiction report based on their Ghana work (Geography) and a mythical creature.</p>
Maths	<p>Place Value – End points Numbers to 10,000 Addition – Written methods Subtraction – Written methods</p>	<p>Multiplication – End points Short multiplication Times Tables Division – facts & short division Christmas Maths</p>	<p>Fractions – End points Recognise fractions, equivalent fractions Fractions/decimals Multiplying/dividing by 10, 100 and 1,000.</p>	<p>Money – End points Simple money problems Measurement – Telling the time Shape – properties of shape, symmetry, angles</p>	<p>Data Handling – End points Co-ordinates Position and Direction Time Graphs</p>	<p>Revision and consolidation weeks Assessment</p>

<p>Science</p>	<p><u>Biology</u> Animals including humans 'Teeth and Digestion' End points: Names of the different types of teeth and the names of the organs of the digestive system. Oral hygiene and healthy diets. Plan, investigate and conclude an investigation.</p>	<p><u>Working Scientifically</u> Scientists and Inventors 'Women in Science' End points: Independently research and present a report. Debating skills. Different scientists and inventors e.g. Thomas Edison-lightbulb.</p>	<p><u>Physics</u> Sound End points: Learn the different parts of the ear and how we hear. How sounds are made. Pitch and volume and how to record and measure sound. Soundproofing.</p>	<p><u>Physics</u> Electricity 'Circuits & Conductors' End Points: To recognise symbols for components. To be able to draw a circuit diagram. To be able to make a working circuit. To understand how electricity moves in a circuit. Children to design and create a working switch.</p>	<p><u>Chemistry</u> States of matter End Points: To know the properties of solids, liquids and gases, to experiment with viscosity of liquids, To understand that some materials can change states due to temperature. Children will be able to accurately measure temperature using thermometers.</p>	<p><u>Biology</u> Living things and their habitats End Points To understand the conditions of different habitats, which animals live there and how they adapt. To be able to classify different animals. To understand how environments are changing and how that effects the animals that live there. Episodic: Knockhatch</p>
<p>ICT</p>	<p>Microsoft Office and Networks – using Word and PowerPoint *E-Safety</p>	<p>Scratch – using commands to create a virtual world for characters to interact.</p>	<p>Jimu Robot – To explore computer programming and sequencing through a range of different software which will lead to the physical programming of a robot.</p>	<p>iMotion –create movies from stop frames, mixing this with audio recordings.</p>	<p>Microsoft PowerPoint- Advance skills.</p>	<p>Microsoft PowerPoint- Advance skills.</p>
<p>DT</p>	<p><u>Seasonal Soups</u> Tasting, evaluating, creating and cooking their own recipe End Points: To know when different fruits and vegetables are in season. How to work safely in the kitchen. To learn safe cutting techniques. To Evaluate flavours and design their own recipe to make.</p>	<p><u>Seasonal Soups</u> Tasting, evaluating, creating and cooking their own recipe End Points: To know when different fruits and vegetables are in season. How to work safely in the kitchen. To learn safe cutting techniques. To Evaluate flavours and design their own recipe to make.</p>	<p><u>Aqueducts</u> What is an aqueduct Assembly disassembly Design Make and Evaluate Episodic - DT Day Design Project. End points: To design a weight bearing structure. Experiment with waterproofing. Build a structure that can serve a purpose. Evaluation skills.</p>	<p><u>Aqueducts</u> What is an aqueduct Assembly disassembly Design Make and Evaluate Episodic - DT Day Design Project. End points: To design a weight bearing structure. Experiment with waterproofing. Build a structure that can serve a purpose. Evaluation skills.</p>	<p><u>Buggies</u> Looking at moving toys Investigating pulley mechanisms Electric circuits</p>	<p><u>Buggies</u> Designing body work Building chassis Construction using Wood Work tools Evaluate End Points: Accurate woodwork skills, measuring, cutting and assembling. Using electrical components to build a working pully. Designing bodywork.</p>
<p>PE</p>	<p>INTERCLASS SPORTS DAY NETBALL</p>	<p>DANCE HEALTH AND FITNESS INDOOR ATHLETICS</p>	<p>MOVE IT OAA INDOOR GAMES</p>	<p>INTERCLASS SPORTS DAY</p>	<p>ATHLETICS HANDBALL</p>	<p>LEGACY GAMES SPORTS DAY CRICKET</p>

	<p>GYMNASTICS FOOTBALL BASKETBALL</p> 			<p>STRIKING AND FIELDING SKILLS AND SPORTS AMERICAN FOOTBALL INDOOR TENNIS</p> 		<p>ROUNDERS TENNIS VOLLEYBALL</p> 
History		<p>The Romans End points: Timeline of events- chronological awareness. Study of people from the past and how they lived. How they changed the way people living in Britain lived including any inventions. Episodic: Mr Dilly performance. Roman Day End point: Living in the era, role play, experiencing first hand, evaluating food and learning about Roman numerals and soldiers weapons.</p>	<p>WW2 End points: Timeline of events- chronological awareness. The Blitz, the Home Front, entertainment and local study- historical enquiry. Evacuees- discussion and debate. Episodic: Year group visit to Newhaven Fort. G&T trip to the D Day museum. Mr Dilly performance. One in school WW2 day End point: Living in the era, role play, experiencing first hand, evaluating food and learning about VE Day.</p>			
Geography	<p>FAIRTRADE End points: To know what Fairtrade is. To name the 7 continents. To know where some foods come from around the world and be able to locate some of the countries. To know how cacao is harvested and made into chocolate and</p>			<p>MAP WORK End points: Learning different directions including compass points. Use a 6-grid reference when using a OS map and also symbols and keys. Observing different types of maps. Episodic: Year group VR headset experience which quizzes the</p>		<p>ALL ABOUT GHANA End points: Locating Ghana on the map. Researching the human and physical features of Ghana. Comparing Ghana to the UK.</p>

	<p>how this is affected by Fairtrade.</p> <p>Episodic: Fairtrade Fortnight runs at the same time as this topic so children will learn all about the yearly campaign and think about how they can help.</p>			<p>children all about maps.</p> 		
<p>RE</p>	<p>Judaism: FOUNDATIONAL BELIEFS <u>End points:</u> To know the Story of Abraham. To learn about and discuss the 10 commandments. To understand the nature of the relationship of Jewish people to God.</p>	<p>Christianity: FOUNDATIONAL BELIEFS <u>End points:</u> To understand that Christianity is a belief system. To know recognise Christian symbols and understand their significance To know the Christmas Story</p>	<p>Judiasm BELIEFS AND RITUALS <u>End points:</u> To know that Jewish people follow certain rules around which foods they eat and when. To know what Kosher is and the Seder Plate. To know what Passover is and how it is celebrated</p>	<p>Christianity: BELIEFS AND RITUALS <u>End points:</u> To understand the word/idea of Forgiveness. To know the Story of Easter and the Death and Rebirth of Jesus. To find real life examples (personal or observed) to illustrate the impact and possible limitations of forgiveness.</p>	<p>Judaism: BELIEFS AND PRACTICES <u>End points:</u> To be able to describe how Jewish people show commitment to God through the Bar Mitzvah To describe what a Jewish Bar Mizvah celebration involves To give an opinion on different ways to show commitment to God</p>	<p>Christianity: BELIEFS AND PRACTICES <u>End points:</u> To be able to name different places of worship and the religions they belong to. To describe what a Baptism celebration involves. To compare different ways of worshiping a God.</p>
<p>PSHE</p>	<p>Mental Wellbeing <u>End points:</u> Learn different strategies to find calm and be present, including meditation.</p>	<p>Relationships <u>End points:</u> Learn about different types of families. Recognizing the importance of a healthy relationships and the feelings and emotions that come with being in a family. Know who to speak to if their relationship is making them feel unhappy or uncomfortable- a trusted adult.</p>	<p>Being safe <u>End points:</u> To assess risky or dangerous situations including rail, road and water safety. Realize they are becoming more responsible and what this means. Learn basic first aid skills and how to make an effective 999 emergency call. Knowing the appropriate people to</p>	<p>Being Safe <u>End points:</u> To assess risky or dangerous situations including rail, road and water safety. Realize they are becoming more responsible and what this means. Learn basic first aid skills and how to make an effective 999 emergency call. Knowing the appropriate people to</p>	<p>Aspirations & Ourselves <u>End points:</u> Set achievable goals and celebrate their own successes. Understand the importance of having a job and the skills needed to apply for different types of jobs. Episodic: Aspirations Day</p>	<p>Being ourselves, growing & changing <u>End points:</u> Learning about the feeling of pride and having pride in themselves. Reading different expressions and linking those to feelings. Knowing their own mind and being media-wise, how outside influences can be helpful and dangerous too.</p>

			go to if they feel unsafe- a trusted adult.	go to if they feel unsafe- a trusted adult.		
Music	<p>WORLD MUSIC AFRICA: Looking at African culture through Djembe drumming.</p>	<p>WORLD MUSIC AFRICA: To compose basic patterns and rhythms Start to score using basic western notation.</p> <p>End point: To be able to compose and perform a short Djembe drum performance that includes some features.</p>	<p>LISTENING & SINGING: Discussion of genres (listening). Vocal warm ups – learning vocal notation.</p>	<p>SINGING: Rehearse and perform a song (or two for MA) as part of the class assembly.</p> <p>End point: To be able rehearse and perform a group song as part of a class assembly</p>	<p>UKULELE: To learn an instrument including basic chord progressions.</p>	<p>UKULELE: To learn an instrument including basic chord progressions.</p> <p>End point: To be able to play basic chords on a Ukulele and spark an interest in learning to play an instrument.</p>
Art	<p>Developing DRAWING skills and techniques. End Points: To know who Quentin Blake is and how to draw in his style.</p>			<p>MOSAIC CLAY End Points: To know what a mosaic is and create their own out of clay, inspired by the Romans. To know how to manipulate clay.</p>	<p>SCULPTURE WIRE WORK End Points: To research, design and create a wire sculpture of a flower.</p>	
Languages	<p>Spanish End Points: To be able to greet others and introduce yourself To be able to follow basic classroom instructions To be able to count 12</p>	<p>Spanish End Points: To be able to count to 31 To know the months To be able to talk about and ask about birthdays To know about seasonal celebrations in Spain</p>	<p>Spanish End Points: To be able to describe your own family and ask others about their family. To be able to use your knowledge of the phonics system to read unfamiliar words</p>	<p>Spanish End Points: To be able to describe the colour, shape and position of objects To be able to describe what people look like including Their facial features and their bodies. To be able to speak in short sentences and adapt them for your own purpose</p>	<p>Spanish Days End Points: To be able to follow along with a familiar story told in Spanish (the Giant Turnip) To be able to infer the meaning of new words, phrases and sentences from repetition, cognates and a familiar context</p>	<p>Spanish End Points: To apply our knowledge of numbers and language patterns to extend counting to 100 and beyond.</p> <p>To be able to independently say or write a few sentences or short</p>

paragraph about yourself, you age, birthday, family, pets, like and dislikes

