Spring Term Curriculum Overview Year 4

English

Key texts –
Jack and the Dreamsack
Grandpa Chaterjee
World's Worst Children
Information Texts - Anglo-Saxons

Reading

- Secure decoding of unfamiliar words
- Read for a range of purposes
- Retell some stories orally
- Discuss words & phrases that capture the imagination
- Retrieve & record information
- Make inferences & justify predictions
- Recognise a variety of forms of poetry

Writing

- 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 & punctuation errors
- Evaluate own and others' writing
- Read own writing aloud

Grammar

- Use wider range of conjunctions
- Use perfect tense appropriately
- Select pronouns and nouns for clarity
- Use & punctuate direct speech
- Use commas after front adverbials

Speaking & Listening

- Articulate & justify opinions
- Speak audibly in Standard English
- Gain, maintain & monitor interest of listeners

Science

Physics

- Sound: how sound is made and heard, what effects pitch and volume
- States of matter: solids, liquids and gases

Physical Education

- Exeter City football coaching
- Gymnastics – including balancing, travelling, rolling & partner work to develop a routine

Design & Technology

- Food and nutrition - Anglo-Saxon cooking using vegetables and cereals
- To research, design, make and evaluate replicas of Anglo-Saxon broaches or buckles

History

Anglo-Saxon Britain

- Reasons Anglo-Saxons came to Britain
- Anglo-Saxon villages and life, and religion and conversion to Christianity
- Alfred the Great and Viking raids on Britain
- Place events from period studied on timeline and use terms related to the period
- Understand more complex terms e.g. BC/AD
- Identify key features and events
- Look for links and effects in time studied offering a reasonable explanation for some events
- Use various sources to gain historical knowledge and begin to evaluate their usefulness
- Use evidence to build up a picture of a past event
- Ask a variety of questions
- Begin independently researching

Maths

Number/Calculation

- Know all tables to 12 x 12
- Use negative whole numbers
- Round numbers to nearest 10, 100 or 1000
- Use Roman numerals to 100 (C)
- Column addition & subtraction up to 4 digits
- Multiply & divide mentally
- Use standard short multiplication

Geometry & Measures

- Compare 2-d shapes, including quadrilaterals & triangles
- Find area by counting squares
- Calculate rectangle perimeters
- Estimate & calculate measures
- Identify acute, obtuse & right angles
- Identify symmetry
- Use first quadrant coordinates
- Introduce simple translations

Data

- Use bar charts, pictograms & line graphs

Fractions & decimals

- Recognise tenths & hundredths
- Identify equivalent fractions
- Add & subtract fractions with common denominators
- Recognise common equivalents
- Round decimals to whole numbers
- Solve money problems

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	Geography	**Music**	**Art & Design** **Topic study of Anglo-Saxons**
	• None this term	• Use voice & instruments with increasing accuracy, control and expression • Improvise & compose music • Listen with attention to detail • Appreciate wide range of live & recorded music	• Learn about the craftspeople of the time • Research and make illuminated letters while using watercolours
	Modern Foreign Languages **Japanese** Learn to ask and answer simple questions and describe simple nouns in terms of colour, in order to: • Engage in conversations; • ask and answer questions; • express opinions and respond to those of others; • seek clarification and help appreciate stories, songs, poems and rhymes in the language. • Describe people, places, things and actions orally	**Computing** Using Espresso Coding and Scratch to create simple games with variables and selection in order to: • Design & write programs to achieve specific goals, including solving problems • Use logical thinking to solve an open-ended problem by breaking it up into smaller parts. • Use an efficient procedure to simplify a program. • Use a variety of tools to create a program. • Recognise an error in a program and debug it. • Create simple websites to • Use internet safely and appropriately • Online safety • Identify key words to use when searching safely on the World Wide Web. • Consider the reliability of information I read on the World Wide Web. • Create a hyperlink to a resource on the World Wide Web.	**Religious Education** • Exploration of the Trinity and baptism in Christianity • Exploration of God in Hinduism