Autumn Term Curriculum Overview Year 4

English

Kev texts -**Paddingtonl, Information Texts about** Ancient Greece, a selection of Greek Legends (including Theseus and the Minotaur and Arachne and Athena)

Reading

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

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
- 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

Biology

- Study of human body
- Digestive system & teeth

Physics

Electricity: simple circuits & conductors, lighting bulbs

Design & Technology (LKS2)

Using simple electrical equipment to build Christmas lights:

- Use research & criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams & computer-aided design
- Analyse & evaluate existing products and improve own work
- Use mechanical & electrical systems in own products, including programming During Greek topic day:
- Cook savoury dishes for a healthy & varied diet

Physical Education (LKS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, applying basic principles
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal bests

History

Ancient Greece

- A study of Greek life and achievements, and their influence on the Western world
- Life in ancient Greece
- Greek art and artefacts

- The Trojan War

Number/Calculation

- Know all tables to 12 x 12
- Secure place value to 1000
- Use negative whole numbers
- Round numbers to nearest 10, 100 or

Maths

- Use Roman numerals to 100 (C)
- Column addition & subtraction up to 4
- 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

Art & Design (LKS2)

Topic study of ancient Greece, making weavings, ceramics and studying ancient architecture in order to:

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Geography (LKS2)

Topic study of Greece in order to:

- Locate world's countries, focusing on
- Focus on key physical & human features
- Use 8 points of compass, symbols & keys
- Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc.

Music (LKS2)

- Use voice & instruments with increasing accuracy, control and expression
- Improvise & compose music
- Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

Autumn Term Curriculum Overview Year 4

Modern Languages (LKS2)	Computing (LKS2)	Religious Education
To be taught later in the year	Using Espresso Coding to create simple games with variables and selection in order to: Design & write programs to achieve specific goals, including solving problems Use logical reasoning Using word processing programs and online collaboration in order to: Use internet safely and appropriately	 Exploration of the Trinity and baptism in Christianity Exploration of God in Hinduism
	Collect and present data appropriately	