



Year 4 Curriculum Map



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year Group Events				Multiplication Test		
Topic Areas	Road Trip USA	Battle of Hastings 1066	Burps, Bottoms and Bile	The Vikings	The Deep Blue Abyss	Ancient Egypt
English	<u>Key Texts:</u> Brother Eagle, Sister Sky, Matchbox Diary, Tar Beach <u>Writing Outcomes:</u> Dialogue Diary entry Non-chronological reports	<u>Key Text:</u> A wide selection of non-fiction texts <u>Writing Outcomes:</u> Letters Newspapers Fact Files	<u>Key Text:</u> Winters Child. A selection of non-fiction texts <u>Writing Outcomes:</u> Fantasy Narrative Explanatory texts Persuasive text	<u>Key Texts:</u> Odd and the Frost Giants Beowulf <u>Writing Outcomes:</u> Historical Narrative Reports Poetry	<u>Key Text:</u> Manfish, Deep Sea Diary <u>Writing Outcomes:</u> Poetry Dilemma stories Persuasive writing Playscripts	<u>Key Text:</u> The Story of Tutankhamun, Weslandia <u>Writing Outcomes:</u> Instructions Non-chronological reports Myths and legends
Speaking and Listening	Harvest Mass	Role Playing	Debates	Performance Poetry	Playscripts	Role Playing
Maths	See Long Term Plan	See Long Term Plan	See Long Term Plan	See Long Term Plan	See Long Term Plan	See Long Term Plan
Science	Electricity – using circuits and identifying symbols		The Digestive System The teeth and how we care for them	Sound - Identify how sounds are made, and the patterns made	Living Things and classification – Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment	States of Matter Compare and group materials together, according to whether they are solids, liquids or gases. Observe changing states
RE	See Come and See Timetable	See Come and See Timetable	See Come and See Timetable	See Come and See Timetable	See Come and See Timetable	See Come and See Timetable
Computing	Designing and debugging programs	Select, use and combine a variety of software (including	E-safety	Use logical reasoning to explain how simple algorithms work	Understand computer networks, including the internet and how	Design, write and debug programs that



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		internet services) on a range of digital devices to design and create a range of programs			they can provide multiple services	accomplish specific goals
History		Britain's settlement by the Anglo-Saxons and Scots		The Viking and Anglo-Saxon struggle for the Kingdom of England		A depth study of Ancient Egypt
Geography	Locating countries, using maps to focus on North America. Physical and human geography countries and major cities	Locating and identifying countries and cities of the UK and their regions, thinking about how the land may have changed over time. Use of maps, atlases and compasses to locate geographical features.			Use of maps to locate countries and a focus on key physical characteristics	
Art		Drawing - Explore relationships between line and tone, pattern and shape, line and texture.		Sculpture – create a Viking long boat	Painting – Create an underwater mural using different techniques for marine life.	
D&T	Textiles – weaving and designing dreamcatchers Inventor study – electricity focus		Cooking – using varied cookery techniques to create a balanced meal			Mechanisms – using pulleys and cams such as those used in building the pyramids



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PE	Cricket Rounders Swimming	Gymnastics.	Football/Hockey	Dance	Tennis Swimming	Athletics – including sports day Swimming
RSE	Families People who care for me		Online Safety Physical and Mental Health Healthy Eating			Respectful Relationships
Music	Charanga Music	Charanga Music	Charanga Music	Charanga Music	Charanga Music	Charanga Music
Modern Foreign Languages						