

Etherley Lane Primary School - YEAR 4 CURRICULUM MAP

		Autumn - Romans (H)	Spring – North America(G)	Summer – Anglo Saxons (H)
Reading	Word reading	NC Appendix 1 (NC p 35) Year 4		
	Comprehension	Texts include : wide range of fiction (including fairy stories and myths and legends), poetry, plays, non fiction texts and reference books / text books and dictionaries (NC p 35/36) Year 4		
Writing	Transcription	Spelling programme (NC Appendix 1) Year 4		
	Composition	Writing : narrative and non narrative (NC p 39) Year 4 Play scripts Recount Explanations Letters – persuasive Newspaper reports Stories which raise issues/dilemmas Stories set in imaginary worlds Poetry – exploring form		
	VGP	NC Appendix 2		
Speaking and listening		12 Statutory statements (NC p 17) Year 4		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science		Animals, including humans – healthy living	Living Things and Habitats – link to habitat in N America	Sound
		States of Matter	Electricity – saving energy	
		Working Scientifically – on going across the year		
Computing		Rising Stars Year 4	Rising Stars Year 4	Rising Stars Year 4
History		(Review Ancient Greece from Y34) Roman Empire and impact on Britain -Why did the Ancient Romans march through Durham? Roman invasion, Boudicca, Romanisation and withdrawal of Romans from Britain		Anglo Saxon and Scots settlement - What happened to Britain when the Romans left?
Geography		Place knowledge – human and physical - European country e.g. Italy	The Americas (North America) Locate world's countries focusing on North America, physical and human characteristics, major cities, human and physical geography, investigate rivers – water cycle – Mississippi, settlement, weather. Include Fairtrade with the world	Locational Knowledge - locate European countries Human and physical geography - trade links - Fairtrade, natural resources including energy (eco), food, minerals & water Trade between countries
		Geographical skills and fieldwork –on going across the year		
D.T.		Mechanism - make a moving animal using pneumatics	Control - design and make an alarm– something which triggers a light or buzzer to come on	Textiles – related to Anglo Saxon sewing
Art and Design		Artists - Italian art	Drawing and Painting	Drawing and printing
		Create sketchbooks to record observations		
Music		Musical Express Y4: Dragon scales; painting with sound; salt pepper vinegar mustard; animal magic Music related to Roman empire, Anglo Saxons and Scots, North America		
		Music Education Hub: First Access Programme Delivery – Integration with curriculum teaching – continuation – impact. (Durham Music Service)		
MFL		Unit 7 On y va	Unit 6/10 La vie et la sante	Unit 9 Raconte-moi une histoire
P.E.		Games – on the attack – what a racket Games – run the loop – end zone	Dance festival Dance – Indian delight Gymnastics – acrobatic – gym unit 5	Swimming Athletics – furthest five – distance challenge
R.E.		How and why do religious people show care for others? Why do Christians call Jesus the light of the world?	What do Christians believe about Jesus? Why is Lent such an important period for Christians?	What do Christians believe about God?
		Statutory subject in all year groups Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools		
P.S.H.C.E.		Rights Respecting, Global citizenship, E-Safety, SRE, Eco-Schools, Fairtrade, Health & Wellbeing, Relationships, Living in the Wider World – integrated into other subjects and as individual topics when appropriate.		

Additional ideas relating to Computing

<p>Computing</p>	<p>Computer Science - Design programs that accomplish specific goals. Design and create programs. Debug programs that accomplish specific goals. Use repetition in programs. Use logical reasoning to detect and correct errors in programs Use Scratch to create an animation, linked to sport/literacy</p> <p>IT - Collect data analyse and evaluate information, select a variety of software to accomplish given goals Survey on Health/Fitness. Take photos of what they are doing re health and fitness. Create promotional materials to advertise health/fitness/new gym opening in the area. Make a fitness video/TV advert to promote fitness</p> <p>Understand opportunities that computer networks offer for communication Class blog about their health and fitness topic, (kidblog.org). Collate results and produce graphs to show findings. Put graphs, photos and findings into movie/presentation/ebook</p> <p>Digital Literacy - Identify a range of ways to report concerns about content. SWGFL Rings of Responsibility. New Class – Netiquette. Personal & Private Information</p>	<p>Computer Science - Use repetition in programs. Scratch – produce game with reference to Roman topic. Include repetition and loops. Turtle – create/design simple patterns using procedures</p> <p>IT - Select a variety of software to accomplish given goals, elect, use and combine internet services. Research North America to produce a website/e-book or brochure for tourists explain the attractions of their area/region</p> <p>Digital Literacy - Recognise unacceptable/unacceptable behaviour SWGFL The Power of Words - Bullying</p>	<p>Computer Science - Control or simulate physical systems. Use Flowol/Go or other flowcharting software to create control software to model an object e.g. lighthouse/traffic lights</p> <p>IT - Presentation to an audience of an aspect of Anglo Saxon life. Create a menu for an Anglo Saxon banquet http://cookit.e2bn.org/historycookbook/. Create a cookbook of recipes. Interview with an Anglo Saxon God/character – IPADs/Morpho – record what they might say</p> <p>Digital Literacy - Understand how computer networks can provide multiple services, such as the World Wide Web and appreciate how search results are selected SWGFL Keywords – Learning to search (For information on the NE), Whose is it, Anyway – Plagiarism</p>
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