



Year 4

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	6 weeks and 4 days	7 weeks	7 weeks	5 weeks	6 weeks	7 weeks
Topics	<b>Greeks</b>		<b>The Great outdoors</b>		<b>Rampaging Romans</b>	
Texts that link	Greek Myths and Legends	Who Let the Gods out? - Maz Evans	Sky Hawk - Gill Lewis  Alice in Wonderland - Whole school	When the Mountains Roared - Jess Butterworth	Escape from Pompeii - Christina Balit	Tiger, Tiger - Lynne Reid Banks
Tillington Wishes	Make a Greek Pot		Working in the community - Litter Picking Theatre visit - Alice in Wonderland	Visit to Chase Water - mapwork  Learn to catch a bus	Historical Place - Wroxeter	Pizza making
	Learn to swim					
Parental Engagement	Meet the Teacher	Christmas crafts	Alice in Wonderland Production		Father's Day breakfast Class Assembly	Sports Day
Cultural Capital	National Poetry Day 6-th October (One week English)  World Mental Health Day - 10 <sup>th</sup> Oct. 1 PSHE lesson  Geography Fieldwork week 18 <sup>th</sup> Oct - DLP lessons.  Black History Month- 17 <sup>th</sup> Oct. English 1 week cycle + 1 DLP lesson Harvest - Assembly	Anti-Bullying week 14-18 <sup>th</sup> Nov. 1 PSHE lesson.  Remembrance Day 11 <sup>th</sup> Nov  Children in Need 18 <sup>th</sup> November  Road Safety Day 14-20 <sup>th</sup> November  Christmas Parties  World Cup - 21 <sup>st</sup> Nov - 18 <sup>th</sup> Dec.	Chinese New Year - January  World Religion Day 16 <sup>th</sup> Jan  NSPCC Number Day - 3 <sup>rd</sup> Feb  Children's Mental Health Awareness Week 6-12 <sup>th</sup> Feb  Safer Internet Day 14 <sup>th</sup> Feb	World Book Day 2 <sup>nd</sup> March  Science Week (STEM) March 10-19 <sup>th</sup> March  Autism Awareness 2 <sup>nd</sup> April  Red Nose Day 15 <sup>th</sup> March	VE Day 8 <sup>th</sup> May  Red Cross First Aid week - 8 <sup>th</sup> May	NSPCC day 10 <sup>th</sup> June  Father's day Breakfast  National Sport week - June

		Christingle assembly w/b 12 <sup>th</sup> Dec				
History		Ancient Greece - a study of Greek life, achievements and their influence on their western world. (H11)			The Roman Empire and its impact on Britain. (H6)	
Geography	<ul style="list-style-type: none"> <li>Understand geographical similarities and differences through the study of human and physical geography of a region in a European country - Athens/Greece and the UK. (G14)</li> <li>G16 use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied</li> </ul> <p>G15a physical geography, including: climate zones,</p> <p><b>Contrasting Locality - Place in Europe</b></p>		<ul style="list-style-type: none"> <li>G15a physical geography, including: climate zones and mountains,</li> <li>G15b human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water</li> <li>G16 use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied</li> <li>G17 use 4- and references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom</li> </ul> <p><b>Leisure and Mountains</b></p>			
Science	<p><b>Animals including humans</b></p> <ul style="list-style-type: none"> <li>Describe the simple functions of the basic parts of the digestive system in humans.</li> <li>Identify the different types of teeth in humans and their simple functions.</li> <li>Construct and interpret a variety of food chains, identifying producers, predators and prey. <b>Link to Greeks and need to keep fit.</b></li> </ul>		<p><b>Electricity</b></p> <ul style="list-style-type: none"> <li>Identify common appliances that run on electricity.</li> <li>Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.</li> <li>Identify whether or not a lamp will light in a simple series circuit, based on whether or not</li> </ul>		<p><b>States of Matter</b></p> <ul style="list-style-type: none"> <li>Compare and group materials together, according to whether they are solids, liquids or gases.</li> <li>Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C)</li> </ul>	

	<p><b>Living things in their habitat</b>  Recognise that living things can be grouped in a variety of ways.  Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.  Recognise that environments can change and that this can sometimes pose dangers to living things.</p>	<p>the lamp is part of a complete loop with a battery.</p> <ul style="list-style-type: none"> <li>Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.</li> <li>Recognise some common conductors and insulators, and associate metals with being good conductors.</li> </ul>	<ul style="list-style-type: none"> <li>Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature</li> </ul> <p><b>Sound</b></p> <ul style="list-style-type: none"> <li>Identify how sounds are made, associating some of them with something vibrating.</li> <li>Recognise that vibrations from sounds travel through a medium to the ear.</li> <li>Find patterns between the pitch of a sound and features of the object that produced it.</li> <li>Find patterns between the volume of a sound and the strength of the vibrations that produced it.  Recognise that sounds get fainter as the distance from the sound source increases</li> </ul>
Art	<p>Design and make a Greek Vase</p> <ul style="list-style-type: none"> <li>to create sketch books to record their observations and use them to review and revisit ideas</li> <li>to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> <li>about great artists, architects and designers in history</li> </ul>	<p>Mapping it out - Sketching towns &amp; 3D Models of local area.</p> <ul style="list-style-type: none"> <li>to create sketch books to record their observations and use them to review and revisit ideas</li> <li>to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> </ul> <p>about great artists, architects and designers in history</p>	<p>Art in the local community &amp; Bas clay relief sculptures</p> <ul style="list-style-type: none"> <li>to create sketch books to record their observations and use them to review and revisit ideas</li> <li>to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> </ul> <p>about great artists, architects and designers in history</p> <p>Enrichment: Roman Mosaics</p>
DT	<p><b>Food Tech</b>  Y3 and Y4 Healthy and varied diet  Design and Make a varied Pizza!</p> <p>Design</p> <ul style="list-style-type: none"> <li>use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> </ul> <p>Make</p> <ul style="list-style-type: none"> <li>select from and use a wider range of materials and components,</li> </ul>	<p><b>Y4 Simple Circuits and Switches</b>  <a href="https://www.bbc.com/bitesize/clips/z28b4wx">https://www.bbc.com/bitesize/clips/z28b4wx</a>  E.g. siren for a toy vehicle; reading light; noise-making toy;  nightlight; illuminated sign; torches; table lamp; lighting for display;  hands-free head lamp; buzzer for school office</p> <ul style="list-style-type: none"> <li>use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</li> </ul>	<p><b>Textiles</b>  Design and Make a cushion link to Greeks or Animals  <b>STEM unit</b></p> <ul style="list-style-type: none"> <li>select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</li> <li>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> </ul>

	<p>including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p>Evaluate</p> <ul style="list-style-type: none"> <li>investigate and analyse a range of existing products</li> <li>evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> <li></li> </ul>	<ul style="list-style-type: none"> <li>understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</li> <li>understand how key events and individuals in design and technology have helped shape the world</li> </ul>	
Music	<p><b><u>Greeks</u></b></p> <ul style="list-style-type: none"> <li>Food and drink</li> <li>Building</li> <li>Sounds</li> <li>Ancient worlds</li> <li>play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</li> <li>improvise and compose music for a range of purposes using the interrelated dimensions of music</li> <li>listen with attention to detail and recall sounds with increasing aural memory</li> <li>use and understand staff and other musical notations</li> <li>appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians</li> <li>develop an understanding of the history of music</li> </ul>	<p><b><u>The Great Outdoors</u></b></p> <ul style="list-style-type: none"> <li>Communication</li> <li>Singing Spanish</li> <li>Around the world</li> <li>Environment</li> <li>play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</li> <li>improvise and compose music for a range of purposes using the interrelated dimensions of music</li> <li>listen with attention to detail and recall sounds with increasing aural memory</li> <li>use and understand staff and other musical notations</li> <li>appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians</li> </ul> <p>develop an understanding of the history of music</p>	<p><b><u>The Romans</u></b></p> <ul style="list-style-type: none"> <li>In the past</li> <li>Time</li> <li>Poetry</li> <li>Recycling</li> <li>play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</li> <li>improvise and compose music for a range of purposes using the interrelated dimensions of music</li> <li>listen with attention to detail and recall sounds with increasing aural memory</li> <li>use and understand staff and other musical notations</li> <li>appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians</li> </ul> <p>develop an understanding of the history of music</p>
MFL	<ul style="list-style-type: none"> <li>listen attentively to spoken language and show understanding by joining in and responding</li> </ul>	<ul style="list-style-type: none"> <li>listen attentively to spoken language and show understanding by joining in and responding</li> </ul>	<ul style="list-style-type: none"> <li>listen attentively to spoken language and show understanding by joining in and responding</li> </ul>

	<ul style="list-style-type: none"> <li>• explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words</li> <li>• engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help*</li> <li>• speak in sentences, using familiar vocabulary, phrases and basic language structures</li> <li>• develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases*</li> <li>• present ideas and information orally to a range of audiences*</li> <li>• read carefully and show understanding of words, phrases and simple writing</li> <li>• appreciate stories, songs, poems and rhymes in the language</li> <li>• broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary</li> <li>• write phrases from memory, and adapt these to create new sentences, to express ideas clearly</li> <li>• describe people, places, things and actions orally* and in writing</li> </ul>	<ul style="list-style-type: none"> <li>• explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words</li> <li>• engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help*</li> <li>• speak in sentences, using familiar vocabulary, phrases and basic language structures</li> <li>• develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases*</li> <li>• present ideas and information orally to a range of audiences*</li> <li>• read carefully and show understanding of words, phrases and simple writing</li> <li>• appreciate stories, songs, poems and rhymes in the language</li> <li>• broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary</li> <li>• write phrases from memory, and adapt these to create new sentences, to express ideas clearly</li> </ul> <p>describe people, places, things and actions orally* and in writing</p>	<ul style="list-style-type: none"> <li>• explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words</li> <li>• engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help*</li> <li>• speak in sentences, using familiar vocabulary, phrases and basic language structures</li> <li>• develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases*</li> <li>• present ideas and information orally to a range of audiences*</li> <li>• read carefully and show understanding of words, phrases and simple writing</li> <li>• appreciate stories, songs, poems and rhymes in the language</li> <li>• broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary</li> <li>• write phrases from memory, and adapt these to create new sentences, to express ideas clearly</li> </ul> <p>describe people, places, things and actions orally* and in writing</p>
Computing	<ul style="list-style-type: none"> <li>• understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</li> <li>• use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</li> </ul>	<ul style="list-style-type: none"> <li>• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>• use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>• use logical reasoning to explain how some simple algorithms work and to detect</li> </ul>	<ul style="list-style-type: none"> <li>• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>• use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>• use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>

	<ul style="list-style-type: none"> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>	<p>and correct errors in algorithms and programs</p> <ul style="list-style-type: none"> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>	<ul style="list-style-type: none"> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>
RE	<p>Judaism: How special is the relationship Jews have with God?</p> <p>Christianity: What is the most significant part of the nativity story for Christians today?</p>	<p>Judaism: How important is it for Jewish people to do what God asks them to do?</p> <p>Buddhism: Can the Buddha's teachings make the world a better place?</p> <p>Christianity Is forgiveness always possible for Christians?</p>	<p>Judaism: What is the best way for a Jew to show commitment to God?</p> <p>Buddhism: What is the best way for a Buddhist to lead a good life?</p> <p>Judaism: What is the best way to show commitment to God?</p> <p>Christianity: Do people need to go to church to show they are Christians?</p>
PE	<p>Swimming Football &amp; Fitness Circuits</p> <ul style="list-style-type: none"> <li>use running, jumping, throwing and catching in isolation and in combination</li> <li>play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</li> <li>develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]</li> <li>compare their performances with previous ones and demonstrate improvement to achieve their personal best</li> </ul>	<p>Swimming Tag Rugby and Cricket</p> <ul style="list-style-type: none"> <li>use running, jumping, throwing and catching in isolation and in combination</li> <li>play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</li> </ul>	<p>Swimming Volleyball &amp; Quidditch</p> <ul style="list-style-type: none"> <li>use running, jumping, throwing and catching in isolation and in combination</li> <li>play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</li> <li>develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]</li> </ul>