

YEAR 4 CURRICULUM MAP SUMMER SANDS OF TIME

Mathematics

Measure and money problems
Shape and symmetry
Reasoning with patterns and
sequences
Position and direction
3d shapes

Physical Education

"SMR 1 Boing- Reaction & readjustment + Net/wall games SMR2 Expression + athletics"

English

Fly Eagle Fly Science link Life Cycle of a bird
The Viewer
Noah Barleywater Runs
Away

Science

Electricity Sound

History

Ancient Egyptian civilisation

Geography

What is similar and different about settlements of the Romans, Egyptians and Anglo Saxons? What is the impact of these settlements on our world now?

Art & Design

Egyptian Art

Religious Education

"What do sacred texts
within Hinduism say about
God?
What does it mean to follow
the Buddha?"

PSHE

Relationships

Design & Technology

Egyptian well (Mechanical systems -Levers and linkages)

Computing

4.6 Animation,4.7 Effective Searching,4.8 Hardware Investigators,4.9 Making Music

Spanish

Sports Food Body parts

Music

Summer 1: Blackbird Summer 2: Reflect, Rewind, Replay



YEAR 4 CURRICULUM MAP AUTUMN RAIDERS AND TRADERS

Mathematics

Reasoning with
4-digit numbers
Addition and subtraction
Interpreting and presenting data
Multiplication and
division

Physical Education

A1 Boing - Ball control + Football/passing and moving A2 Boing Negotiating space + Hockey and Dance

English

Krindlekrax Varjak Paw

Science

Living things and their habitats

History

Britain's settlement by Anglo Saxons and Scots The Viking and Anglo Saxon Struggle for the Kingdom of England to the time of Edward the Confessor

Religious Education

What contribution can religion make to our society?

What do Jewish people believe about God?

PSHE

Health and well-being

Computing

4.1 Coding4.2 Online Safety4.3 Spreadsheets

Spanish

Basic greeting
Numbers 1-31
Colours / Months / Days

Art & Design

Anglo Saxon art

Design & Technology

Make a Viking boat (Shell structure)

Music

Autumn 1: Mamma Mia Autumn 2 - Glockenspiel Stage 2



YEAR 4 CURRICULUM MAP SPRING

LANDSCAPES

Mathematics

Fractions Time **Decimals** Area and perimeter

Physical Education

SP1-Boing angles and surfaces + **Gymnastics** SP2-Boing Healthy Lifestyles + Striking and Fielding Games

English

The Miraculous Journey of Edward Tulane Werewolf Club rules (Halloween's crumble + Conquer)

Science

Animals including humans States of matter

Geography

How do the physical features of our land impact our world?

History

An overview of where and when the earliest civilisations appeared: Ancient Sumer, Indus Valley, The Shang Dynasty

Religious Education

"How can significant figures inspire us?

What do Muslims believe?"

PSHE

Living in the wider world

Computing

4.3 Spreadsheets 4.4 Writing for different audiences 4.5 Logo

Spanish

Family **Animals**

Art & Design

The life of Turner changes in landscapes, watercolour, sketching, creating mood

Design & Technology

Create the London skyline (Electrical systems - simple circuits and switches)

Music

Spring 1: Stop Spring 2: Lean on me