Curriculum Overview for Year 4

Autumn Term Cycle 1

Art & Design Computing **English** Non Fiction Fiction Basic Presentation skills Cave paintings Report writing Basic WWW research skills Character description Improve mastery of art and Persuasive writing design techniques including Writing and adventure story Esafety—cyberbullying drawing and painting Shape poems Programming-Kodu Calligrams Recounts from a fictional character viewpoint Geography **Design and Technology** Rhyming poetry Anthony Gormley Name and locate the countries and cities of the UK—identifying physical and human char-Generate and model ideas through discus **Mathematics** acteristics sion, annotated diagrams and prototypes Place Value Locate World's countries using a map of Euand use a wide range of tools and rope and America concentrating on human and equipment to perform practical tasks Addition and subtraction physical features Multiplication and Division Music **PSHE** Resilience Voices Reciprocity Ukelele **History Science** Changes to Britain—Stone Sound—how sound is made **Religious Education** Age to Iron Age **Education Physical** and travels Sikh Dharam (way of Animals—including Humans Gym Fimelines—looking at ardevelop flexibility, strength, technique, conlife) Classification of animals trol and balance tefacts, researching daily Football life Play competitive games, apply basic princi-Christianity—God ples suitable for attacking and defending