

Burscough Village Primary School Year 4 Autumn Curriculum Overview



	Autumn 1	Autumn 2
Maths	Place value – writing numbers, rounding, exchanging, partitioning. Mental & written addition Mental & written subtraction. Mental & written division Mental & written multiplication (focus on times tables) Problem solving, involving multiplication, division, addition and subtraction.	 Partitioning in different ways Doubling and halving, counting forwards and backwards in 1s, 10s and 100s, multiplication trios. Partitioning in different ways, multiplying multiples of 10 and 100, multiplying three numbers. Using known facts to calculate new facts. Understand the effect of multiplying a one or two-digit number by 10 and 100. Multiply multiples of 10 and 100 by using factor pairs. Multiplying U x U x U without visual representations.
English	 Stories with fantasy settings Develop sentences for description – including clauses. Review and develop sentence openers for effect. Use action, description and dialogue to move the story. Explanations Listen to, read and discuss a range of explanation texts. Orally retell an explanation. Analyse and evaluate texts looking at language, structure and presentation. Analyse and evaluate how specific information is organised within an explanation text. Explain how paragraphs are used to order an explanation text. Film and playscripts Listen to, read and discuss a range of plays. Read plays at an age-appropriate interest level. Analyse and evaluate texts looking at language, structure and presentation and how these contribute to meaning. Develop characterisation using vocabulary to create emphasis, humour, atmosphere, suspense and include in writing. Discuss and propose changes to own and others' writing with partners and in small groups. 	 Innovated narrative based on a model. Listen to, read and discuss a fairy tale. Orally retell a fairy story. Explain the meaning of key vocabulary within the context of the text. Identify and discuss effective words and phrases which capture the reader's interest and imagination. Identify, analyse and discuss themes e.g. safe and dangerous, just and unjust. Create sentences with fronted adverbials for when e.g. As the clock struck twelve, the soldiers sprang into action. Use inverted commas and other punctuation to indicate direct speech e.g. The tour guide announced, "Be back here at four o' clock." Read and analyse a fairy tale in order to plan and write own versions. Newspaper report Listen to, read and discuss a range of newspapers in print and on screen. Demonstrate active reading strategies e.g. generating questions, finding answers. Navigate texts to locate and retrieve information in print and on screen. Use organisational devices in non-fiction writing e.g. captions, text boxes Identify & discuss purpose, audience, language & structures of non-fiction for writing. Classic Narrative Poetry Listen to, read and discuss a classic narrative poem. Explain the meaning of key vocabulary within the context of the text. Identify, discuss & collect effective words & phrases which capture the reader's interest & imagination. Explore, identify, collect & use noun phrases.
Science	 Animals, including humans Describe the simple functions of the basic parts of the digestive system in humans. Identify the different types of teeth in humans and their simple functions. Construct and interpret a variety of food chains, identifying producers, predators and prey. 	 Living things and their habitat - Environment Sort living things into groups. Generate questions about animals. See similarities and differences between vertebrates. Identify vertebrate groups. Identify the characteristics of living things. Suggest how to have a positive effect on the local environment.
	Health and wellbeing	Relationships: How do we treat each other with respect?

	How to maintain good oral hygiene.	To distinguish the difference between a right and a responsibility.
	 How not eating a balanced diet can affect health, including the impact of 	 To know that the children have rights under a UN charter.
	too much sugar/acidic drinks on dental health	To compile a protocol of action in response to exclusion, disrespect &
	How people make choices about what to eat & drink.	discrimination.
	 Ancient Egypt Know that there some advanced civilizations in the world 3000 years ago 	
	and know that Britain was not one of them.	
History	 Know about, and name, some of the advanced societies that were in the 	
	world around 3000 years ago.	
	 Know about the key features of Ancient Egypt. 	
		What do you know about European countries?
_		 Know the names of and locate at least eight European countries and capitals.
Geography		 Know at least five differences between living in the UK and a Mediterranean
		country.
	His delices	Know the key physical and human characteristics of the Mediterranean. Chainsin with
	Hinduism What might a Hindu learn from celebrating Diwali?	Christianity How and why might Christians use the Bible?
	 Explore the theme of good overcoming evil – just as light overcomes 	 Understand that the Bible is not one book but a collection of books, written by
	darkness.	different people at different times.
	 Deepen understanding of Hindu beliefs by learning about Rama & Sita. 	 Know that the Bible contains two main sections – the Old Testament (which is the
RE	 Reflect on the symbolism of light within all human cultures & consider 	Jewish scriptures) & the New Testament (about Jesus and the early Church).
	how light might be a universal symbol of goodness and hope.	Explore the idea that the Bible has authority for Christians because it is 'the Word of
		God', but that Christians have different views about what this means – some take it
		as a literal truth, whereas others take the liberal view that it contains truths about
		God & how God wants people to live but that the stories themselves may not be
		literally true.
	Invasion Games Content: Basketball	<u>Dance</u>
PE	 Learn simple attacking and defending tactics. 	Balance, co-ordination, agility, strength and accuracy will be key skills.
	 Use a range of equipment. 	 Look at developing performing with fluency and control.
	 Develop skills in a 4V2, 2v1, 2v2 games. 	Movement and imagination will be looked at using a range of stimuli.
	Storytelling Through Drawing	
A E	Tell stories through drawing & use text within drawings to add meaning.	
Art	 Use line, shape, colour & composition to develop evocative & characterful imagen; 	
	imagery.Sequence drawings to help viewers respond to a story.	
	sequence drawings to help hereis respond to a story.	Coding
	sequence drawings to help viewers respond to a story.	Coding Create a program using event, object and action code blocks.
Computing	sequence drawings to help viewers respond to a story.	1
Computing	Sequence drawings to help viewers respond to a story.	 Create a program using event, object and action code blocks.
		 Create a program using event, object and action code blocks. Describe the algorithms created.
	Food (health and varied diet)	 Create a program using event, object and action code blocks. Describe the algorithms created. Modify the properties of an object & a button to fit a program design.
	Food (health and varied diet) Develop knowledge of food by tasting and analysing different dips.	 Create a program using event, object and action code blocks. Describe the algorithms created. Modify the properties of an object & a button to fit a program design.
DT	Food (health and varied diet) Develop knowledge of food by tasting and analysing different dips. Create and explore ideas for a healthy dip.	 Create a program using event, object and action code blocks. Describe the algorithms created. Modify the properties of an object & a button to fit a program design.
DT	 Food (health and varied diet) Develop knowledge of food by tasting and analysing different dips. Create and explore ideas for a healthy dip. Make dips for an Egyptian-themed party 	 Create a program using event, object and action code blocks. Describe the algorithms created. Modify the properties of an object & a button to fit a program design. Read code that includes repeat until & IF/SET and explain how it works.
DT	Food (health and varied diet) Develop knowledge of food by tasting and analysing different dips. Create and explore ideas for a healthy dip. Make dips for an Egyptian-themed party Interesting Time Signatures	 Create a program using event, object and action code blocks. Describe the algorithms created. Modify the properties of an object & a button to fit a program design. Read code that includes repeat until & IF/SET and explain how it works. Combining Elements to make Music
DT	 Food (health and varied diet) Develop knowledge of food by tasting and analysing different dips. Create and explore ideas for a healthy dip. Make dips for an Egyptian-themed party Interesting Time Signatures Embedding the elements of music (listening, singing, composing, playing) 	 Create a program using event, object and action code blocks. Describe the algorithms created. Modify the properties of an object & a button to fit a program design. Read code that includes repeat until & IF/SET and explain how it works. Combining Elements to make Music Embedding the elements of music (listening, singing, composing, playing) with a
DT	 Food (health and varied diet) Develop knowledge of food by tasting and analysing different dips. Create and explore ideas for a healthy dip. Make dips for an Egyptian-themed party Interesting Time Signatures Embedding the elements of music (listening, singing, composing, playing) with a focus on time signatures. 	 Create a program using event, object and action code blocks. Describe the algorithms created. Modify the properties of an object & a button to fit a program design. Read code that includes repeat until & IF/SET and explain how it works. Combining Elements to make Music Embedding the elements of music (listening, singing, composing, playing) with a focus on how different elements are combined to make music.
DT Music	 Food (health and varied diet) Develop knowledge of food by tasting and analysing different dips. Create and explore ideas for a healthy dip. Make dips for an Egyptian-themed party Interesting Time Signatures Embedding the elements of music (listening, singing, composing, playing) 	 Create a program using event, object and action code blocks. Describe the algorithms created. Modify the properties of an object & a button to fit a program design. Read code that includes repeat until & IF/SET and explain how it works. Combining Elements to make Music Embedding the elements of music (listening, singing, composing, playing) with a

