



Curriculum Overview 2026/27 – Year 4



Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reading	Vocabulary Retrieving	Visualising Predicting Questioning	Inference Retrieval Summarising	Inference Retrieval Summarising	Inference Prediction Questioning and Wondering	Consolidation of all strategies
Writing	Historical Texts Purpose of paragraphs Diaries	Finding Tale Information text Biographies Poetry	Portal Tale Non – chronological reports	Science Fiction Recount Newspaper Poetry	Tales from other cultures (Greek myths) Persuasive writing	Warning Tale Dilemma stories Persuasive arguments Poetry
Spelling, vocabulary punctuation & Grammar	Fronted adverbials Sentence punctuation Adverbials and time conjunctions	Collective nouns Noun phrases Determiners	Main/Subordinate Clauses Conjunctions Homophones	Prefixes and suffixes Apostrophes for possession	Homophones Fronted adverbials	Clauses and phrases Adverbs Prepositions
Mathematics	Number and place value to 10000 Number sequences Adding and subtracting 4 digit numbers Roman Numerals to 100	Adding and subtracting 4 digit numbers Measure Length and Perimeter Mental multiplication and division Multiplication and Division Area	Multiplication and Division Written calculation methods Fractions	Fractions Decimals	Decimals Money Time	Statistics Data Geometry – Shape, Position and Direction Arithmetic
Science	Living things Unit 2	Materials Unit 3	Sound and hearing Unit 1	Electricity Circuits Unit 2	Electricity Conductors and Insulators Unit 2	Animals and humans Unit 4



RE	Branch 1 Creation and Covenant	Branch 2 Prophecy and Promise	Branch 3 Galilee to Jerusalem	Branch 4 Desert to Garden	Branch 5 To the Ends of the Earth	Branch 6 Dialogue and Encounter
History	The Roman Empire and its impact on Britain	The Roman Empire and its impact on Britain		The Ancient Greeks and their achievements	The Ancient Greeks and their achievements	
Geography	-	Volcanoes and earthquakes	Volcanoes and earthquakes		Coasts	Coasts
Computing	<u>E-safety</u> Health wellbeing and lifestyle <u>Programming A</u> Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	<u>E-safety</u> Privacy and security <u>Creating Media</u> Audio editing Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	<u>E-safety</u> Online relationships Online bullying <u>Understand computer networks</u> The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	<u>E-safety</u> Copyright and ownership <u>Data and Information</u> Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	<u>E-safety</u> Self image and identity <u>Creating Media</u> Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	<u>E-safety</u> Online reputation <u>Programming B</u> Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
Art	ART Drawing illuminated patterns and letters	-	ART Art – Sculpture Textured Tiles	-	ART Art – mixed media Dreams	-
Design Technology	-	DT Fashion Design Creative Shoes	-	DT DT – Circuits Action Artbots	-	DT Food and nutrition Pleasing Pasta.
Music	Notation and sight reading, drumming and rudiments	Notation and sight reading: semi-quavers	Elements: texture monopoly Ostinato	Easter performance	Programme Music bitten	Composition: music to tell a story



PE	Challenge Games Football skills	FOL Netball skills	Sportshall athletics Gymnastics	FOL Tennis skills	Cricket	FOL Athletics
PSHE/RSE	We don't have to be the same Module 1 Unit 2 WEE	Living in the Wider World Diverse Britain	What am I feeling? Module 1 Unit 3	What am I feeling? Module 1 Unit 3	Living in the Wilder World Money Matters	A community of Love Module 3 Unit 1 (Healthy Minds)