



St. Peter's Primary School

Curriculum Map: Year 4

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	The Whale by Ethan Murrow and Vita Murrow Writing Outcomes & Writing Purposes Narrative Outcome: Setting Narrative Purpose: To narrate Non-fiction Outcome: Newspaper Report Purpose: To report	Leaf by Sandra Dieckmann Writing Outcomes & Writing Purposes Narrative Outcome: Outsider Narrative Purpose: To narrate Non-fiction Outcome: Information Report Purpose: To inform	Arthur and the Golden Rope by Joe Todd-Stanton Writing Outcomes & Writing Purposes Narrative Outcome: Myth Narrative Purpose: To narrate Non-fiction Outcome: Information Guide Purpose: To inform	The Lost Happy Endings by Carol Ann Duffy Writing Outcomes & Writing Purposes Narrative Outcome: Twisted Narrative Purpose: To narrate Non-fiction Outcome: Letter Purpose: To persuade	The Journey by Francesca Senna Writing Outcomes & Writing Purposes Narrative Outcome: Refugee Narrative Purpose: To narrate Non-fiction Outcome: Diary Purpose: To recount	Manfish by Jennifer Berne Writing Outcomes & Writing Purposes Narrative Outcome: Invention Narrative Purpose: To narrate Non-fiction Outcome: Biography Purpose: To recount
Maths	Number: place value Geometry: properties of shape	Number: multiplication and division. Addition and subtraction – mental methods	Number: multiplication and division. Addition and subtraction – written methods	Number: multiplication and division. Geometry: - Properties of shapes (angles)	Decimals Fractions: Calculating	Measurement – time, perimeter and area. Geometry – Position and direction Statistics
RE	Branch 1: Creation & Covenant Pupils study figures like Abraham, looking at how they acted on faith and entered a covenantal relationship with God.	Branch 2: Prophecy & Promise Exploring the Old Testament prophets and the anticipation of God's promise fulfilled in Jesus the Messiah.	Branch 3: Galilee to Jerusalem Experiencing the ministry, teachings, parables, miracles, and calling of the disciples during the life of Jesus.	Branch 4: Desert to Garden Studying Lent, Holy Week, the Paschal Triduum, and the journey from the darkness of the cross to the light of the Resurrection.	Branch 5: To the ends of the earth Examining the events following the Resurrection and Ascension, the coming of the Holy Spirit at Pentecost, and the growth of the early Church.	Branch 6: Dialogue & encounter Learning how to live peaceably with difference, exploring relationships with other Christian denominations, other faiths, and the wider world.
	Animals incl. humans: Digestion Exploring the digestive system using models to understand organ functions, human teeth, and dental health.	Energy: Electricity & circuits Discovering how electricity is used by identifying appliances, building simple circuits, and testing conductors.	Materials: States of matter Investigating solids, liquids, and gases by exploring material properties and changes of state.	Energy: Sound and vibrations Discovering how sound travels by exploring the relationship between vibrations, hearing, pitch, and volume.	Living things: Classification & habitats Classifying living things by exploring grouping methods and investigating how habitats change over time.	Making connections: Flow of liquids Comparing liquid properties by investigating how different substances flow and representing the results.

History/ Geography	Why are rainforests important to us? Examining the relationship between climate and biomes by locating the Amazon rainforest and investigating its physical features. Pupils explore how plants and people adapt to life in the rainforest and consider the impact of human activity.	How have children's lives changed? Examining how children's lives have changed over time by investigating leisure, health and work in the past. Pupils compare the experiences of Tudor and Victorian children, identify continuities and changes and evaluate the significance of Lord Shaftesbury's contribution to reform.	Where does our food come from? Exploring global trade and food production by mapping the world's biomes and tracing where food imports come from. Pupils investigate fair trade with a focus on Côte d'Ivoire and cocoa production, and consider sourcing advantages.	British history 3: What changed in Britain after the Anglo-Saxon invasion? Understanding how Britain changed after the Anglo-Saxon invasion by investigating settlement, beliefs and daily life in Anglo-Saxon England. Pupils explore the spread of Christianity, examine the impact of Viking raids and discover how Anglo-Saxon rule came to an end.	What are rivers and how are they used? Investigating how water is stored and transferred by learning about the water cycle, rivers and their features. Pupils map major rivers globally and in the UK, examine how people use rivers and apply knowledge locally.	How did the achievements of the ancient Maya impact their society and beyond? Investigating the ancient Maya by examining historical and archaeological evidence to learn about their achievements and way of life. Pupils use artefacts to make inferences, explore Maya settlements in the rainforest and discover the significance of beliefs and inventions to the Maya.
Art & Design/ Design Technology	Drawing: Exploring tone, texture and proportion Exploring tone, texture and proportion to create realistic and expressive drawings. Pupils develop skills in shading, mark-making and composition to produce detailed drawings.	Electrical systems: Torches Applying scientific understanding of electrical circuits through designing and making a torch using recycled and reclaimed materials. Pupils construct and evaluate their product against design criteria.	Painting and mixed media: Light and dark Developing their colour-mixing skills, pupils use shades and tints to show form and create three dimensions in their paintings. They also learn about composition and plan their own still life.	Electrical systems: Wobble bots Building on existing knowledge of circuits by introducing motors and exploring how they create movement in products. Pupils investigate wobble mechanisms before designing and developing a wobble bot.	Sculpture and 3D: Mega materials Exploring how different materials can be shaped and joined to create sculpture. Pupils also investigate a range of sculptural techniques before designing and creating their own three-dimensional artwork.	Digital world: Monitoring devices Exploring programmable technology and 3D design by creating a Micro:bit animal monitoring device that responds to temperature changes. Pupils develop CAD skills by learning to use Tinkercad.
Music	Create And Notate Copy and improvise short melodic phrases. Compose short structured piece using Music Explorer.	Singing And Traditions Sing 2-part songs as duets or melody and accompaniment with accurate pitching. Understand contrasting traditions and stories.	Recycling Songs Compose and perform an original song about plastic pollution. Collaborate in groups to create a structured song and confidently record and present.	Exploring Musical Contrasts Develop instrumental and ensemble skills by performing parts with control of pitch, rhythm, dynamics, and contrasts.	FX Sound Effects Use sound effects to add drama and realism to a film clip. Begin to make compositional decisions, considering mood, timing, and narrative impact.	Round And Round Develop ensemble and vocal skills by performing rounds and songs with accurate pitch, rhythm, and expressive dynamics. Perform songs confidently in a school assembly.
PSHE	Created and Loved by God		Created to Love Others		Created to live in community	
Computing	[IT] Introduction to Purple Mash Essential skills for beginning the scheme units. [CS] Logo Introduces Logo	[CS] Introduction to AI Explores Artificial Intelligence, what it can do, and how it is used in today's digital world. [DL] Effective Searching Use search technologies	[IT] Animation Introduces common animation techniques. Compare traditional methods with animation software.	[CS] Coding Learn to use selection, co-ordinates, looping and variables to create an own game.	[CS] Unpacking Hardware & Software Further understanding of technology and systems in relation to hardware and software. [CS] micro:bit	[IT] Sound Stories Use 2Cast to explore audio books and work as a team to script, record and edit their own. [IT] Composing Beats Explore elements of music,

	programming, focusing on basic commands to create shapes and letters.	effectively by selecting keywords, refining searches, and evaluating content.			Code a micro:bit to make simulations of real-world tools such as dice and step counters.	experiment with beats, and compose using Busy Beats.
PE	Mindfulness Game Sense Invasion	Problem solving Dance	Bridges (gymnastics) Basketball	Golf Space (dance)	Tennis Quidditch	Cricket Athletics
French	Unit 1: Portraits - describing in French Learning adjectives for describing physical appearance and personality. Creating simple sentences ensuring adjectives agree with the gender of the noun	Unit 2: Clothes - getting dressed in France Learning vocabulary to describe items of clothing and the indefinite article. Expressing opinions about outfits in French and recapping adjectival agreement.	Unit 3: French numbers, calendars and birthdays Learning numbers 1-31, days of the week, months, dates and seasons. Researching dates of French festivals and having a traditional French birthday celebration.	Unit 4: French weather and the water cycle Learning phrases to describe the weather and compass points; counting from 1-100 in tens. The unit culminates in exploring the water cycle in French.	Unit 5: French food - Miam, miam! Introduces food vocabulary, cafes, ordering and menus. Revises numbers to 100 in the context of money and prices. Encourages practical conversational French.	Unit 6: French and the Eurovision Song Contest Using the Eurovision Song Contest to inspire writing original songs in French. Learning music vocabulary, names of European countries, and expressing likes/dislikes.