

*St Wilfrid's RCVA Primary School*  
*Year 4 Curriculum Overview*



Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<i>Class Text:</i>	<b>Where the Mountain Meets the Moon</b>	<b>Greek Myths</b>	<b>Alice in Wonderland</b>	<b>Escape From Pompeii</b>	<b>The Hunter and stories from other cultures.</b>	<b>The Firework Maker's Daughter</b>
<b>English</b>	<p>Persuasive letter writing to persuade Jade Dragon to make it rain.</p> <p>Diary entries from the view point of a character.</p> <p>Character descriptions.</p> <p>Story retell from the view point of a character</p> <p>Writing a fable.</p> <p>Non-chronological report - Newspaper article</p> <p>Writing in a similar</p>	<p>Cover several Greek Myths.</p> <p>Persuasive letter to Pandora to persuade her to open/not open the box.</p> <p>Newspaper article of the events.</p> <p>Retelling and ordering of the story from view points of the characters.</p> <p>Character and setting descriptions.</p>	<p>Narrative - imaginary setting.</p> <p>Character description</p> <p>Setting description</p> <p>Newspaper report - written and orally.</p> <p>Non-Chronological report - biography about Lewis Carroll</p> <p>Persuasive writing - selling an item to make you bigger or</p>	<p>Setting description of Mount Vesuvius and Pompeii.</p> <p>Diary entry in the view point of one of the characters.</p> <p>Analysing the text for key vocabulary and literary features.</p> <p>Children to write their own book about escaping Pompeii before Vesuvius erupted.</p> <p>Information text/chronological recount of Mount Vesuvius erupting.</p>	<p>Character &amp; Setting description</p> <p>Non-Chronological report - Fact file about an elephant.</p> <p>Conversation of why Jamina wanted to be a hunter using appropriate speech.</p> <p>Role play of characters.</p> <p>Ordering of the story - children writing their own sentences under pictures.</p>	<p>Firework themed poetry - acrostic, shape and rhyming.</p> <p>Character descriptions</p> <p>Diary entry from the view point of a character</p> <p>Non-Chronological report - Fact file about the Fire Fiend.</p> <p>Narrative - children to write what the Lake Goddess gives to Chulak and how it helps Lila get the royal sulphur.</p>

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	<p>style - finish a chapter using own ideas.</p> <p>Non-Chronological report - writing a fact file about a dragon that they have created.</p> <p>Letter writing using emotive language.</p>	<p>Lots of opportunities for edit and improvement.</p>	<p>smaller.</p>	<p>Report on volcanoes</p>	<p>Narrative - rewrite a chapter in a similar setting. rewrite the story from the viewpoint of the elephant, - Familiar setting and dialogue. Poetry - Haikus</p>	<p>Debate - for and against.</p> <p>Narrative - Create a new character for the story who is also going to be a firework maker.</p> <p>Conversation using speech correctly.</p>
<i>Continuous across the year: Reading Comprehension, Guided Reading, Handwriting, Spelling, Punctuation and Grammar</i>						
<b>Maths</b>	<p><b>Mental addition and subtraction:</b> finding totals to 100, adding and subtracting 100, adding several numbers and finding the difference.</p> <p><b>Number and place value:</b> Read and write 4 digit numbers and knowing what each digit represents, comparing numbers using <math>&lt;</math> <math>&gt;</math> <math>=</math> and placing</p>	<p><b>Mental addition and subtraction:</b> Doubling and halving. Column addition and subtraction of 3 and 4 digit numbers.</p> <p><b>Fractions:</b> Find equivalent fractions, put fractions in their simplest</p>	<p><b>Number and Place value:</b> rounding to the nearest 10, 100 and 1000. Count forwards and backwards in multiples of 10, 100 or 1000.</p> <p><b>Addition and subtraction:-</b> - mentally and using column method 4 and 5 digit numbers.</p>	<p><b>Decimals, percentages and their equivalence to fractions;</b></p> <p>Order decimals from smallest to largest.</p> <p><b>Number and place value;</b></p> <p>Understand the value of 4</p>	<p><b>Number and place value:</b> Read, write and compare 4-digit numbers and place on a line; find 1000 more or less than any given number</p> <p><b>Addition and subtraction:</b> addition and subtraction of decimals.</p> <p><b>Written multiplication and division;</b></p>	<p><b>Addition and subtraction:</b> Mentally addition and subtraction of 3 or 4 digit numbers. and using column method 4 and 5 digit numbers</p> <p><b>Geometry</b></p> <p>Position and direction of shapes. Use co-</p>

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	<p>numbers on a number line.</p> <p><b>Addition and subtraction</b> – mentally and using column method 2 and 3 digit numbers.</p> <p><b>Multiplication and division:</b> Multiply and divide by 10, and multiply 2 digit numbers by 1 digit numbers.</p> <p><b>Fractions:</b> Finding fractions of amounts.</p> <p><b>Measurement:</b> Telling the time, and working out time intervals. Measuring in m, cm and mm, and convert between them.</p> <p><b>Problem solving and mastery challenges based on these curriculum areas.</b></p>	<p>form and count in fractions.</p> <p><b>Decimals:</b> Place value in decimals.</p> <p><b>Measurement:</b> Convert between g and kg, ml and l and read scales.</p> <p><b>Statistics:</b> Draw bar charts, record and interpret information.</p> <p><b>Number and Place value:</b> rounding to the nearest 10, 100 and 1000.</p> <p><b>Multiplication and division:</b> Multiply 3 digits by 1 digit. Divide 2 digits by 1 digit with no remainder.</p>	<p><b>Multiplication and division:</b> Multiply 3 digits by 1 digit. Divide 2 digits by 1 digit with no remainder. Multiply and divide by 10 and 100</p> <p><b>Number and Place value:</b> Roman Numerals and the history of our number system.</p> <p><b>Geometry</b> – classify 2D shapes; work out the perimeter and area of shapes. Look at parallel and perpendicular lines.</p> <p><b>Decimals, percentages and their equivalence to fractions</b> – Consider place value when working with decimals. Work out equivalent fractions and adding</p>	<p>digit numbers, and break down the numbers into the different parts.</p> <p><b>Written addition and subtraction</b> Adding amounts of money using column method.</p> <p>Use suitable methods of adding and subtracting depending on the question.</p> <p><b>Written multiplication and division;</b> use a column method to multiply 3</p>	<p>Use a column method to multiply 3 digits by 1 digit. Divide using table facts for 3 digit numbers divide by 1.</p> <p><b>Geometry</b> – classify 2D shapes; work out the perimeter and area of shapes. Look at parallel and perpendicular lines. Sort types of triangles and quadrilaterals.</p> <p><b>Decimals, percentages and their equivalence to fractions;</b> Find equivalent decimals, fractions and equivalents. Find fractions of numbers.</p> <p><b>Problem solving and mastery challenges</b></p>	<p>ordinates to draw a shape.</p> <p><b>Statistics:</b> Draw bar charts, record and interpret information.</p> <p><b>Written multiplication and division;</b> Use a column method to multiply 3 digits by 1 digit. Divide using table facts for 3 digit numbers divide by 1.</p> <p><b>Problem solving and mastery challenges based on these curriculum areas.</b></p>
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		<p><b>Problem solving and mastery challenges based on these curriculum areas.</b></p>	<p>fractions with the same denominator.</p> <p><b>Problem solving and mastery challenges based on these curriculum areas.</b></p>	<p>digits by 1 digit. Divide using table facts for 3 digit numbers divide by 1.</p> <p><b>Measurement;</b></p> <p>Convert between 12 and 24 hour time.</p> <p><b>Problem solving and mastery challenges based on these curriculum areas.</b></p>	<p><b>based on these curriculum areas.</b></p>	
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<b>Mental maths and times table practice as starters.</b>						
<b>Science</b>	States of Matter	Water Cycle	Electricity	Animals including humans - teeth and digestion	Living things and their habitats	Sound
<b>Computing</b>	Computer science - Coding - Using PurpleMash - Children to explain their work on a word document. E-Safety - Use technology safely and effectively.		ICT - Spread sheets - presenting data. ICT- Writing for different audiences Computer Science - Logo. E-Safety - Use technology respectfully and responsibly and cyber bullying.		ICT - Animation Digital Literacy - Effective searching. Digital Literacy - Hardware E-Safety - Ways to report information, who to contact and concerns about content.	
<b>P.E.</b>	Dance and Gymnastics	Dance and Gymnastics	Swimming		Games	Athletics
<b>History</b>		Ancient Greeks		Romans - Local Binchester visit (in /out school)		Anglo-Saxons Incl local history visit to Escomb Saxon Church
<b>Geography</b>	Angry Earth - volcanoes		Angry Earth - earthquakes		Swimming in plastic	
<b>Art and Design</b>	Dragon designs - Picture in the book. Create a dragon in groups. Baking pizzas Moving dragon (levers)	Greek Mosaics String Printing and rollers Medusa	Monet - light and colour  Light up electric buzzer	Roman mosaics  Roman shields	Elephant from clay / modroc	Lindisfarne gospels - quills Colour mixing - firework pictures,
<b>Music</b>	Recorders.		Working with different instruments to		Singing to different music - experiment	

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		play along to a song, and children create their own music.	with tone and pitch.
<b>MFL</b>	Unit 7 On y va (All aboard)	Unit 6	Unit 5