

Year 4 long term plan

	Trusty Traders and Rogue Raiders		Desert Life		Terrific Tanworth
Excursions		Bishops wood		Egyptian Workshop	Local area walks Black Country Museum trip
Famous people studied	Alfred the Great	Ethelred the Unready	Howard Carter		Nick Drake Mike Hailwood
Grammar and Punctuation	<ul style="list-style-type: none"> • extending the range of sentences with more than one clause by using a wider range of conjunctions, including: when, if, because, although and varying their placement • using the present perfect form of verbs in contrast to the past tense • choosing nouns or pronouns appropriately for clarity and cohesion and to avoid repetition • using conjunctions, adverbs and prepositions to express time and cause • using fronted adverbials with the correct punctuation • using commas after fronted adverbials • indicating possession by using the possessive apostrophe with plural nouns • recapping apostrophes for contraction • using and punctuating direct speech • determiners • possessive pronouns 				
Spellings SCODE	<p>Aut 1</p> <p>Lesson 1 Baseline test for this half term</p> <p>Lessons 2 - 26 (24 lessons = 6 weeks) on focus sound /ee/ coded ea, ee, ie, ei, e, e_e including curriculum words; breathe, increase, believe, reign, recent, extreme, complete Hip homophones: meat/meet, week/weak, steal/steel, bean/been, piece/peace Powerful</p>		<p>Aut 1</p> <p>Lesson 58 Baseline test for this half term</p> <p>Lessons 59 - 66 (8 lessons = 2 weeks) on focus sound /l/ coded l, ll including curriculum words; length, learn, library, believe, island, particular, popular, regular, calendar. Superb Suffixes; ly</p> <p>Lessons 67 - 77 (11 lessons = 2 weeks & 3 days) on focus sound /ar/ coded ar, a, al including</p>		<p>Aut 1</p> <p>Lesson 105 Baseline test for this half term</p> <p>Lessons 106 - 113 (8 lessons = 2 weeks) on Apostrophe Academy - Plurals, Irregular & Possession including curriculum words; potatoes, woman, women</p> <p>Lessons 114 - 130 (17 lessons = 4 weeks & 1 lesson) on focus sound /sh/ coded sh, ch, ti, si,</p>

	<p>prefixes; re and ad</p> <p>Lessons 27 - 28 Have you cracked the code?</p> <p>Lesson 29 End of Unit test</p> <p>Aut 2</p> <p>Lesson 30 Baseline test for this half term</p> <p>Lessons 31 - 37 (7 lessons = 1 week & 3 days) on focus sound /g/ coded g, gu, gue, gh including curriculum words; grammar, group, guide, guard Hip homophones; grown/groan</p> <p>Lessons 38 - 50 (13 lessons = 3 weeks & 1 day) on focus sound /ai/ coded a_e, a, ai, ay, ey, eigh, ei including curriculum words; separate, favourite, famous, occasion, strange, potatoes, weight, eight, eighth, reign, straight Hip homophones; grate/great, stake/steak, mane/main, pain/pane, mail/male, sale/sail</p> <p>Lessons 51 - 54 (4 lessons = 1 week) on Apostrophe Academy Contractions & Possession</p> <p>Lessons 55 - 56 Have you cracked the code?</p> <p>Lesson 57 End of Unit test</p>	<p>curriculum words; heart, guard, separate, regular, peculiar, particular, grammar, popular, forward, calendar, February, library, ordinary, various, actual, answer, natural, imagine, material, favourite, famous, occasion, potato, strange</p> <p>Lessons 78 - 79 Have you cracked the code?</p> <p>Lesson 80 End of Unit test</p> <p>Aut 2</p> <p>Lesson 81 Baseline test for this half term</p> <p>Lessons 82 - 101 (20 lessons = 5 weeks) on focus sound /u/ coded u, o, ou including curriculum words; woman, purpose, enough, though, although, thought, through Superb suffixes: -ous (including recap of -ed, -er, -ing & -est)</p> <p>Lessons 102 - 103 Have you cracked the code?</p> <p>Lesson 104 End of Unit test</p>	<p>ssi, ci including curriculum words; mention, position, occasion, occasionally, possession, special, question Superb suffixes; -cian, -tion</p> <p>Lessons 131 - 132 Have you cracked the code?</p> <p>Lesson 133 End of Unit test</p> <p>Aut 2</p> <p>Lesson 134 Baseline test for this half term</p> <p>Lessons 135 - 147 (13 lessons = 3 weeks 1 day) on focus sound /k/ coded c, k, -ck, ch, que including curriculum words; continue, calendar, particular, complete, increase, consider, circle, describe, caught, peculiar, difficult</p> <p>Lesson 148 Have you cracked the code?</p> <p>Lesson 149 End of Unit test Plus Escape room! Can the children Crack the Code to escape the classroom?</p>
<p>Writing</p> <p>See English for pieces</p>	<p>Plan their writing by:</p> <ul style="list-style-type: none"> • discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar • discussing and recording ideas • draft and write by: 		


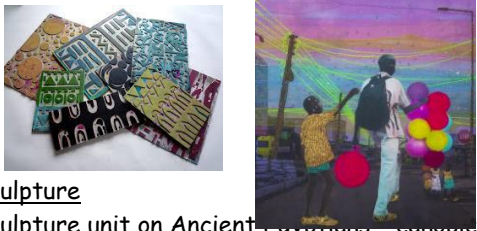
	<ul style="list-style-type: none"> • composing and rehearsing sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures • organising paragraphs around a theme • in narratives, creating settings, characters and plot • in non-narrative material, using simple organisational devices [for example, headings and sub-headings] • evaluate and edit by: • assessing the effectiveness of their own and others' writing and suggesting improvements • proposing changes to grammar and vocabulary to improve consistency, including the accurate use of pronouns in sentences • proofread for spelling and punctuation errors • read their own writing aloud to a group or the whole class, using appropriate intonation and controlling the tone and volume so that the meaning is clear 					
Class texts	<p>Eng: Wolves in the Walls</p> <p>GR: Arthur and the Golden Rope</p>	<p>Eng: Phileas' Fortune</p> <p>GR: Viking Boy</p> <p>Poem: Kennings</p>	<p>Eng: How to Train your Dragon</p> <p>GR: Marcy and the Riddle of the Sphinx</p>	<p>Eng: The Lion, The Witch and The Warrdrobe</p> <p>GR: Secrets of a Sun king</p>	<p>Eng: The Day I was Erased</p> <p>GR: Street Child</p> <p>Poem: The Railway Carriage</p>	<p>Eng: The Day I was erased</p> <p>GR: Street Child</p>
English RitW	<p>Internal monologues</p> <p>Poems</p> <p>Non-fiction fact cards</p> <p>Free writing</p> <p>Multimodal stories</p>	<p>Narrative setting</p> <p>Internal monologue</p> <p>Predictions</p> <p>Formal letter</p>	<p>Fact file</p> <p>Written dialogue</p> <p>Monologue</p> <p>Formal letter</p> <p>Diary entry</p> <p>Imagery description</p>	<p>Diary entry</p> <p>Letter home</p> <p>Recount</p> <p>Monologue</p> <p>Haiku</p>	<p>Newspaper</p> <p>Monologue</p> <p>Narrative</p>	<p>Setting description - Tanworth</p> <p>Balanced Argument - houses built on Tanworth</p> <p>Non-chron</p>
Maths WRM	<p>Number and Place value</p> <p>-count in multiples of 6, 7, 9, 25 and 1000</p>	<p>Measurement: Area</p> <p>-find the area of rectilinear shapes by counting squares</p>	<p>Multiplication and division</p> <p>Cont...</p>	<p>Fractions</p> <p>-recognise and show, using diagrams,</p>	<p>Number: Decimals</p> <p>Cont...</p>	<p>Geometry: Properties of shape</p> <p>-compare and classify geometric shapes,</p>

	<p>-find 1000 more or less than a given number</p> <p>-count backwards through zero to include negative numbers</p> <p>-recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</p> <p>-order and compare numbers beyond 1000</p> <p>-identify, represent and estimate numbers using different representations</p> <p>-round any number to the nearest 10, 100 or 1000</p> <p>-solve number and practical problems that involve all of the above and with increasingly large positive numbers</p> <p>-read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.</p>	<p><u>Multiplication and division</u></p> <p>-recall multiplication and division facts for multiplication tables up to 12×12</p> <p>-use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers</p> <p>-recognise and use factor pairs and commutativity in mental calculations</p> <p>-multiply two-digit and three-digit numbers by a one-digit number using formal written layout</p> <p>-solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n</p>	<p><u>Length and perimeter</u></p> <p>-Convert between different units of measure [for example, kilometre to metre; hour to minute]</p> <p>-measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p>	<p>families of common equivalent fractions</p> <p>-count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</p> <p>-solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number</p> <p>-add and subtract fractions with the same denominator</p> <p>-recognise and write decimal equivalents of any number of tenths or hundredths</p> <p>-recognise and write decimal equivalents to a half, a quarter and three quarters</p> <p><u>Decimals</u></p> <p>-find the effect of dividing a one- or two-digit number by 10 and 100, identifying</p>	<p><u>Measurement: Money</u></p> <p>-estimate, compare and calculate different measures, including money in pounds and pence</p> <p><u>Measurement: Time</u></p> <p>-read, write and convert time between analogue and digital 12- and 24-hour clocks</p> <p>-solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</p>	<p>including quadrilaterals and triangles, based on their properties and sizes</p> <p>-identify acute and obtuse angles and compare and order angles up to two right angles by size</p> <p>-identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>-complete a simple symmetric figure with respect to a specific line of symmetry.</p> <p><u>Statistics</u></p> <p>-interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <p>-solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</p> <p><u>Geometry: Position and</u></p>
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	<p><u>Addition and subtraction</u></p> <ul style="list-style-type: none"> -add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate -estimate and use inverse operations to check answers to a calculation -solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. 	<p>objects are connected to m objects.</p>		<p>the value of the digits in the answer as ones, tenths and hundredths</p> <ul style="list-style-type: none"> -round decimals with one decimal place to the nearest whole number -compare numbers with the same number of decimal places up to two decimal places -solve simple measure and money problems involving fractions and decimals to two decimal places. 		<p><u>direction</u></p> <ul style="list-style-type: none"> -describe positions on a 2-D grid as coordinates in the first quadrant -describe movements between positions as translations of a given unit to the left/right and up/down -plot specified points and draw sides to complete a given polygon.
Science	<p><u>States of Matter</u></p> <ul style="list-style-type: none"> -compare and group materials together, according to whether they are solids, liquids or gases -observe that some materials change state when they are heated or cooled, and measure or research the temperature at which 	<p><u>Animals including humans - digestion</u></p> <ul style="list-style-type: none"> -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 	<p><u>Living things and their habitats</u></p> <ul style="list-style-type: none"> -recognise that living things can be grouped in a variety of ways -explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment 	<p><u>Living things and their habitats</u></p> <p>Continued</p> <p><u>Respecting our environment and classification</u></p>	<p><u>Sound</u></p> <ul style="list-style-type: none"> -identify how sounds are made, associating some of them with something vibrating -recognise that vibrations from sounds travel through a medium to the ear -find patterns between the pitch of a sound 	<p><u>Electricity</u></p> <ul style="list-style-type: none"> -identify common appliances that run on electricity -construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers

	<p>this happens in degrees Celsius (°C)</p> <p>-identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.</p>	<p>food chains, identifying producers, predators and prey.</p>	<p>-recognise that environments can change and that this can sometimes pose dangers to living things.</p>		<p>and features of the object that produced it</p> <p>-find patterns between the volume of a sound and the strength of the vibrations that produced it</p> <p>-recognise that sounds get fainter as the distance from the sound source increases.</p>	<p>-identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery</p> <p>-recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit</p> <p>-recognise some common conductors and insulators, and associate metals with being good conductors.</p>
History	<p>Historical narrative - AS and V on timeline and in own timeline</p> <p>Did the settlement of England by the Saxons make it a better or worse place to live?</p> <p>Enquiry 1: How did Saxon England begin?</p> <p>Enquiry 2: What happened during the Anglo Saxon period?</p>	<p>The Anglo Saxon and Viking conflict</p> <p>How well did the Anglo Saxons and Vikings get on with each other?</p> <p>Enquiry 1: How do the timelines interact?</p> <p>Enquiry 2: How were the Viking invaders viewed by the Saxons?</p> <p>Enquiry 4: How did the conflict between the</p>	<p>Historical narrative - E on timeline and in own timeline</p> <p>The achievements of the earliest civilizations - where and when the first civilizations appeared? Focus on Ancient Egypt</p> <p>What were some of the Significant achievements of the Ancient Egyptians and what did it help them achieve?</p> <p>Enquiry 1: How was Egyptian society structured?</p> <p>Enquiry 2: What was the importance of the Nile to the Ancient Egyptians?</p> <p>Enquiry 3: How did agricultural advances support the civilisation?</p>		<p>Local history unit: types of buildings, what era were they built in? Significant places in the village</p> <p>Tanworth through the ages - timeline</p> <p>Our school through time - using photographs to tell a historical story and progression of change</p> <p>Victorian schooling - similarities and differences to now</p> <p>Significant places in Tanworth and their history - research lesson</p> <p>Significant people and their history - Nick Drake and Mike Hailwood</p> <p>Tanworth Heritage Trail - historical heritage trail around Tanworth</p>	

	Enquiry 3: How have Anglo-Saxons influenced Britain?	Saxons and Vikings change Britain?	Enquiry 4: the role of the scribe in society and are they still important to us today? Enquiry 5: What did the advances allow the Egyptians to accomplish?	
Geography	<p>Early settlers</p> <p>What is a settlement</p> <p>use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied</p> <p>Draw an annotated sketch from observation including descriptive / explanatory labels and indicating direction</p> <p>Locate places on a range of maps (variety of scales)</p> <p>The water cycle - in Science</p> <p>human geography, including: types of settlement and land use, economic activity including trade links, population - covered in History</p>	<p>Locate places on a range of maps (variety of scales)</p> <p>human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water</p> <p>Select views to photograph</p> <p>Add titles and labels giving date and location information</p> <p>Name and locate deserts.</p> <p>Desert formations, weather and climates</p> <p>Climate zones - what climate zones/biomes do deserts appear in?</p> <p>Lines of long and lat = where to deserts appear on a map of the world. Look at sim and diff</p> <p>As part of OAA in PE: use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world</p> <p>use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies</p>	<p>Local area senses walk and following a map around the village</p> <p>Sketch mapping the village</p> <p>Locating Tanworth on a map of the UK - labelling the countries and major cities and describing Tanworth in relation</p> <p>Grid references of Tanworth and the local locations/points of interest</p> <p>Features of the local area - human and physical</p> <p>Sketch map of the village including keys and north arrows</p> <p>Aerial view of the school and surroundings - sketch map and locate</p> <p>Urban vs rural areas - negatives and positives and differing features</p> <p>Data collection</p> <p>Significant places and labelling on a map</p> <p>Tanworth Heritage Trail - historical heritage trail around Tanworth</p>	

<p>Art</p>	<p><u>Drawing</u> Anglo Saxon - illuminated letters -Pencil sketching -Colour (Paint) -Pastels Final piece A4 size choice out of three material. <u>Embossing</u> Anglo Saxon- Brooches, Metal tooling (copper foil) symmetrical patterns. Key artist: Beth Caverner.</p> 		<p><u>Printing</u> Key artist: Alaa Awad Use roller and ink printing. Use simple block shapes formed by children blend two colours when printing of hieroglyphics Using roller & inks, take prints from objects (leaves, fabric, corrugated card) to show texture make string print, repeated patterns, tessellations and overlays. Form block prints of hieroglyphics</p>  <p><u>Sculpture</u> Sculpture unit on Ancient Egyptians - canopies jars They will begin to develop proficiency in sculpture techniques. E.g. relief and slip and score</p>		<p><u>Painting and sketching</u> Experiment with watercolour, exploring intensity of colour to develop different shades. Unfamiliar colours for objects. Use line and tone/shade <u>Landscape</u> Various artists studied e.g. Ken Done <u>Textiles</u> Create their landscape sketch using stitch and fabric paint</p>
<p>DT</p>	<p>Food Anglo Saxon Soup</p>			<p>Mechanical Systems Levers and linkages Pop up book PSHE</p>	<p>Electrical Systems Simple circuits and switches (including programming and control) Railway signal</p>
<p>Music</p>	<p>Brass taught by music teacher</p>				

RE Understanding Christianity Warks and Cov	How might your worldview lead you to do hard things for good reasons? (CW)	Do you have to be part of a faith community to hold an organised worldview? (CW) What kind of world did Jesus want? (UC)	Layover Unit Sikhism	What or who is 'God' and how is the divine understood by theistic worldviews? (CW) Why do Christians call the day Jesus died 'Good Friday'? (UC) DD	When Jesus left, what was the impact of Pentecost? (UC)	How have religion and history entwined in this area? (CW)
Spanish Language Angels	Seasons	Vegetables	Presenting myself	My family	In the classroom	Plug gaps
PSHE JIGSAW curriculum	Being me in my world	Celebrating Difference Protective behaviours	Dreams and Goals	Protective behaviours Healthy me	Relationships CHIPS	Changing Me
PE Complete PE Scheme	Bridges Game sense invasion	Communication and tactics Hockey	Space (Dance) Swimming	Tennis Swimming	Athletics Lacrosse	Rounders Orienteering
Computing Teach Computing scheme	Computing systems and networks - The Internet	Creating media - audio production	Programming A - repetition in shapes	Data and information - data logging	Creating media - photo editing	Programming B - repetition in games