



Curriculum for Year 4 - Summer Term 2026

Maths	<ul style="list-style-type: none"> ● Fractions ● Decimals ● Measurements of money ● Time 	<ul style="list-style-type: none"> ● Statistics ● Investigations ● Times Tables ● Shape: Geometry, Symmetry and Positions and direction
English	<ul style="list-style-type: none"> ● Stories from other cultures ● Writing to persuade ● Explanation Texts ● Play scripts-Vikings 	<ul style="list-style-type: none"> ● Writing to entertain – story writing including speech punctuation. (Minibeast story). ● Comprehension skills including inference and retrieval.
Geography	<ul style="list-style-type: none"> ● Human Geography ● Land use 	<ul style="list-style-type: none"> ● Economic activities
Science	<ul style="list-style-type: none"> ● Living Things – food chains, predator & prey ● Classification of animals and habitats 	
History	<ul style="list-style-type: none"> ● The Vikings 	
French	<ul style="list-style-type: none"> ● Learning the seasons and using dictionaries to write a poem about seasons. 	
Art	<ul style="list-style-type: none"> ● Observation skills: drawing mini – beasts ● Painting – silhouettes ● Sculpture – modroc 	
Music	<ul style="list-style-type: none"> ● Composing and notating simple melodies on recorder and working towards a concert performance. ● Reading notes on stave and recognising other musical symbols 	
Faith & Philosophy (R.E)	<ul style="list-style-type: none"> ● Humanism ● Thematic unit 	
Life Lessons (P.S.H.E.)	<ul style="list-style-type: none"> ● Life Lessons: Topics may vary depending on the needs of the class and will mainly be covered ● During circle time activities. Intended topics covered will include; ● Mental and Physical wellbeing (including labelling, pride, being a bystander, gratitude). ● Transition ● Changes (puberty) 	
Physical Education	<ul style="list-style-type: none"> ● Cricket, Rounders, Athletics, Tennis 	
Design Technology	<ul style="list-style-type: none"> ● Pop up books - making story books with moving parts 	

Computing

- Algorithms and coding
- Creating animations