

Year 4 Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
TOPIC	Roman Empire - impact on Britain (significance)	Volcanoes and earthquakes	Human body Sound		Achievements of the earliest civilizations - Egypt (enquiry)	Electricity and magnets
LITERACY GENRES	Myths - quests (4 weeks) Reports (4 weeks) Riddles (3 weeks)		Writing and performing a play (2 weeks) Persuasion (3 weeks) Story settings (3 weeks) Narrative poetry (3 weeks)		Story with a theme (4 weeks) Discussion (2 weeks) Explanation (2 weeks) Take one poetry-poetry appreciation (3 weeks)	
MATHS Cross Curricular	Use symmetry and tessellation to create mosaics Order and compare dates on a timeline within and beyond the Roman Empire		Measures-the body Make simple proportion comparisons		Chronology and vocabulary related to time AD BC ancient 3D shapes-construct pyramids	Compare and sort data Make tables and graphs to show findings

SCIENCE

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 and features of the object that produced it
Find patterns between the volume of the sound and the strength of the vibrations that produced it
Recognise that sounds get fainter as the distance from the sound source increases
Describe the simple functions of the basic parts of the digestive system in humans
Identify that animals including humans need the right types and amount of nutrition and that they cannot make their own food, they get nutrition from what they eat
Identify that humans and some other animals have skeletons and muscles for support, protection and movement
Identify the different types of teeth in humans and their simple functions

Compare how things move on different surfaces
Notice that some forces need contact between two objects but magnetic forces can act at a distance
Observe how magnets attract or repel each other and attract some materials and not others
Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet and identify some magnetic materials
Describe magnets as having two poles
Predict whether two magnets will attract or repel each other depending on which poles are facing
Identify common appliances that run on electricity
Construct a simple series of electrical circuits, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
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
Recognise that a switch

HISTORY	<p>The Roman Empire and its impact on Britain This could include: Julius Caesar's attempted invasion in 55-54 BC The Roman empire by AD 42 and the power of its army Successful invasion by Claudius and conquest including Hadrian's wall British resistance, for example, Boudicca Romanisation of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity</p>			<p>The achievements of the early civilisations-an overview of where and when the first civilisations appeared and an in depth study of Ancient Egypt</p>	
GEOGRAPHY	<p>Physical geography including volcanoes and earthquakes Use maps, atlases, globes and digital mapping to locate countries and describe features studied Use field work to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans, graphs and digital technologies Use the eight points of a compass and four figure grid references, symbols and key, including the use of ordnance survey maps to build their knowledge of the UK</p>			<p>Use maps, atlases, globes and digital mapping to locate countries and describe features studied</p>	
ART	<p>Create sketch books to observations and use them to review and revisit ideas Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (eg. Pencil, charcoal, paint, clay) Learn about great artists, architects and designers in history</p>				

D&T	<p>Use research and develop design criteria to inform the design of innovation, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>Select from and use a wider range of tools and equipment to perform practical tasks (eg. Cutting, shaping, joining and finishing) accurately</p> <p>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p>Investigate and analyse a range of existing products</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <p>Understand how key events and individuals in design and technology have helped shape the world.</p> <p>Apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <p>Understand and use mechanical systems in their products (eg. Gears, pulleys, cams, levers and linkages)</p> <p>Understand and use electrical systems in their products (eg. Series circuits, incorporating switches, bulbs, buzzers and motors)</p> <p>Apply their understanding of computing to program, monitor and control their products</p> <p>Understand and apply the principles of a healthy and varied diet</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed</p>					
COMPUTING	We are software developers	We are toy makers	We are musicians	We are HTML editors	We are co-authors	We are meteorologists
RE	Creation and Story of Abraham & Joseph Navaratri (Hinduism)	Jesus light of the world Advent Chinese New Year (Buddism) Guru Nanak's Birthday (Sikhism) Hanukka (Judaism)	Christmas Old Testament Lent	Holy Week Easter Jesus teaches us to pray Baisakhi (Sikhism)	Pentecost Sharing in the life of Jesus Ramadan (Islam)	Roles and Responsibilities Asalha Puja Day (Buddism)
MUSIC	<p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p> <p>Improvise and compose music for a range of purposes using the inter-related dimensions of music</p> <p>Listen with attention to detail and recall sounds with increasing aural memory</p> <p>Use and understand staff and other musical notations</p> <p>Appreciate and understand a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians</p> <p>Develop an understanding of the history of music</p>					
PE						

<p>PSHE</p>	<p>(Cambridge) Safety Contexts (Seal) New beginnings</p>	<p>(Cambridge) Personal Safety Dealing with bullying (Seal) Getting on and falling out Say no to bullying Protective Behaviours</p>	<p>(Cambridge) Identifying and reducing risk (Seal) Good to be me</p>	<p>(Cambridge) Managing risk (Seal) Relationships</p>	<p>(Cambridge) Managing Change (Seal) Going for Goals</p>	<p>(Cambridge) Emotional well being Keeping Healthy Drugs and their uses (Seal) Changes</p>
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