

Year 4 Yearly overview 2019/2020					
English	Maths	Science	Humanities	Art & DT	ICT
<p><b>Term 1.1</b></p> <p><b>Unit 1A: Historical fiction</b> Reading and analysing historical fiction, then planning and writing a story in a historical setting.</p> <p><b>Unit 1B: Non-chronological reports</b> Reading and analysing non-chronological reports, then planning and writing a report.</p> <p><b>Unit 1C: Playscripts</b> Reading and analysing playscripts, then planning and writing a playscript.</p>	<p><b>prob solving</b></p> <ul style="list-style-type: none"> <li>• Reading, writing and partitioning</li> <li>• Partitioning to add and subtract</li> <li>• Using multiplication facts, using doubles and multiplying a 2d number by a 1d</li> </ul>	<p><b>Humans and animals</b></p> <ul style="list-style-type: none"> <li>• Skeletons and movement</li> <li>• Drugs and medicines</li> </ul>	<p><b>History/ Ancient Egypt</b></p> <ul style="list-style-type: none"> <li>• Egyptian pharaohs</li> <li>• Everyday life</li> <li>• Egyptian houses</li> <li>• Egyptian tombs and treasures</li> </ul>	<p><b>Viewpoints</b></p> <ul style="list-style-type: none"> <li>• Explore dreams and dream like pictures from artists</li> <li>• Produce a dream like scene using oil pastels</li> <li>• Create a collage</li> </ul>	<p><b>Introduction to computers</b></p> <ul style="list-style-type: none"> <li>• Using vocabulary</li> <li>• Components of a computer</li> <li>• CTRL functions</li> <li>• Right click functions</li> <li>• Keyboard, home row /typing</li> <li>• Simple word doc functions</li> </ul>
<p><b>Term 1.2</b></p>	<p><b>Handling data and prob solving</b></p> <ul style="list-style-type: none"> <li>• Measuring weight</li> <li>• Telling the time and using timetables</li> <li>• Area and perimeter</li> <li>• Tally charts, bar charts and pictograms</li> <li>• Carroll and Venn diagrams</li> </ul>	<p><b>Living things and their environment</b></p> <ul style="list-style-type: none"> <li>• Animals in local habitats</li> <li>• Identifying invertebrates</li> <li>• How we affect the environment</li> <li>• Recycling</li> </ul>	<p><b>Geo/ Improving the environment</b></p> <ul style="list-style-type: none"> <li>• Our environment</li> <li>• Rubbish and litter</li> <li>• Recycling</li> <li>• Oil/energy and the environment</li> <li>• Improving our environment</li> </ul>	<p><b>DT Recycling</b> Designing, creating and evaluating an object using plastic bottles</p>	<p><b>Making games (scratch)</b></p> <ul style="list-style-type: none"> <li>• Introduce main features of the program.</li> <li>• Create their own game</li> </ul>
<p><b>Term 2.1</b></p>	<p><b>prob solving</b></p> <ul style="list-style-type: none"> <li>• Decimal number, positive and negative, odd and even</li> <li>• Adding and subtracting near multiples of 10</li> <li>• Multiplication and dividing 2d by 1d</li> </ul>	<p><b>Solids, liquids and gases</b></p> <ul style="list-style-type: none"> <li>• Matter</li> <li>• How solids, liquids and gases behave</li> <li>• Melting, freezing and boiling</li> </ul>	<p><b>History/ Ancient Greece</b></p> <ul style="list-style-type: none"> <li>• Who were the Ancient Greeks?</li> <li>• Work and relaxation in Ancient Greece</li> <li>• Everyday life</li> <li>• Soldiers and seafarers</li> <li>• Trade, art and ideas</li> </ul>	<p><b>Journeys</b></p> <ul style="list-style-type: none"> <li>• Exploring signs, symbols and metaphors</li> <li>• Produce a mixed-media work, combining drawing, painting, collage and print-making techniques</li> </ul>	<p><b>Stop motion animations (monkey jam)</b></p> <ul style="list-style-type: none"> <li>• Introducing cameras and monkey jam program</li> <li>• Explore program features</li> <li>• Create simple stop motion animations</li> </ul>
<p><b>Term 2.2</b></p>	<p><b>Geometry, measure and prob solving</b></p> <ul style="list-style-type: none"> <li>• Angles, position and direction</li> <li>• Shapes and symmetry</li> <li>• 2D and 3D shapes</li> <li>• Measuring length</li> <li>• Telling the time (2) and using calendars</li> <li>• Area and perimeter (2)</li> </ul>	<p><b>Sound</b></p> <ul style="list-style-type: none"> <li>• Sound travel</li> <li>• Loud and soft sounds</li> <li>• Sound volume</li> <li>• High and low sounds</li> <li>• Pitch</li> <li>• Having fun with instruments</li> </ul>	<p><b>Geo/Life in India</b></p> <ul style="list-style-type: none"> <li>• India</li> <li>• Country life</li> <li>• Life in a plains village</li> <li>• Life in a fishing village</li> <li>• Life in a city</li> </ul>	<p><b>DT Take a seat</b></p> <ul style="list-style-type: none"> <li>• What chairs tell us about everyday life</li> <li>• Look at examples of designs in the past and in other cultures</li> <li>• Develop their own imaginative</li> </ul>	<p><b>Presenting to an audience (Power point presentations)</b> Look at features that make a good or bad presentation Create a presentation (linked to persuasive writing) Speak confidently when presenting to the class</p>
<p><b>Term 3.1</b></p>	<p><b>prob solving</b></p> <ul style="list-style-type: none"> <li>• Special numbers</li> <li>• Exploring fractions</li> <li>• Fractions, decimals and mixed numbers</li> <li>• Fractions and division</li> <li>• Ratio and proportion</li> </ul>	<p><b>Electricity</b></p> <ul style="list-style-type: none"> <li>• Circuits</li> <li>• Components of a simple circuit</li> <li>• Switches</li> <li>• Circuits with more components</li> <li>• Mains electricity</li> </ul>	<p><b>History/ Ancient Rome</b></p> <ul style="list-style-type: none"> <li>• The beginnings of Ancient Rome</li> <li>• The roman Empire</li> <li>• Ancient Roman towns and cities</li> <li>• Everyday life</li> <li>• Art and culture</li> </ul>	<p><b>Roman mosaics</b></p> <ul style="list-style-type: none"> <li>• Explore and discuss mosaics as an art form Ancient Romans,</li> <li>• Explore and develop different border patterns</li> <li>• Create a mosaic using plastic bottle tops</li> </ul>	<p><b>Giving instructions (beebot)</b></p> <ul style="list-style-type: none"> <li>• Introducing instruction and programming</li> <li>• Using instructional and programming language</li> </ul>
<p><b>Term 3.2</b></p>	<p><b>Handling data and prob solving</b></p> <ul style="list-style-type: none"> <li>• Measuring capacity</li> <li>• Measuring and calculating time</li> <li>• Area and perimeter</li> <li>• Tables, bar charts, frequency tables and tree diagrams</li> <li>• Carroll and Venn diagrams (2)</li> </ul>	<p><b>Magnetism</b></p> <ul style="list-style-type: none"> <li>• Magnets in everyday life</li> <li>• Magnetic poles</li> <li>• Strength of magnets</li> <li>• Which metals are magnetic?</li> </ul>	<p><b>Geo/leisure time and what's in the news</b></p> <ul style="list-style-type: none"> <li>• Leisure time and land use</li> <li>• Earthquakes and volcanoes</li> </ul>	<p><b>DT Money containers</b></p> <ul style="list-style-type: none"> <li>• Explore different designs</li> <li>• Design a money container</li> <li>• Produce a money container</li> <li>• Evaluate and improve the final product</li> </ul>	<p><b>and sorting data</b></p> <ul style="list-style-type: none"> <li>• Use a set of objects and create a full sorting tree</li> <li>• Designing the questions that, based upon the properties will sort the items into ever decreasing groups</li> </ul>