Preston C of E Primary School - Curriculum Overview for Year 4

time) poetry and non-fiction texts and other stimulus, pupil Reading: Apply a growing knowledge of root word, prefixes and suffixes Use knowledge to be able to read further 'exception' words Read a range of fiction & non-fiction -questions to improve understanding and retrieve and record information Begin to recognise how a text is organised Use dictionaries to check meaning Performance poetry Understanding of Writing: Use p Writing: Use p Spellir Writin Writin Sugar Sugar Use a Spellir Sugar	Use a range of nouns & pronouns simple dictated sentences nandwriting joins opriately to write based on familiar tures arse sentences orally for ng a rich vocabulary a mixture of simple, oound and complex Use a range of nouns & pronouns Use present perfect form Simple adverbs Use time connectives Direct speech (inverted commas), punctuated correctly Know language of main a subordinate clauses. Prepositions	Exploring feelings when you play Mamma Mia WCET – Flute (Somerset Music) Expression and improvision The show must go on! Year 4 production GEOGRAPHY Restless earth: Earthquakes and volcanoes India study – What it is like to live in Chemabakolli – similarities and differences	R.E Gospel People of God Incarnation – The Trinity Hindu Dharma – what do people believe about Dharma, Deity and Atman? Salvation Creation/Fall HISTORY The Stone Age Achievements of the earliest civilizations – The Ancient Egyptians Life in Tudor Britain ART Drawing: Power prints Painting and mixed media: light and dark Sculpture and 3D: Mega Materials Craft and Design: Fabric of nature
9, 25 and 1,000 • find 1,000 more or less • count backwards through 0 ic. Neg, nos • place value of 4 digit nos • order and compare numbers beyond 1,000 • identify, represent and estimate numbers • round to nearest 10, 100 or 1,000 • solve problems • Roman numerals to 100 • written methods for +, -, x	mpare 2-D shapes, adrilaterals & triangles ea of rectilinear shapes. lculate rectangle rimeters timate and calculate easures entify acute, obtuse and ht angles mmetry in shapes st quadrant coordinates nple translations nvert units of measure. lve money problems. ad, write & convert 12 & hour clock. Fractions, decimals & percentage Recognise tenths and hundredths Identify equivalent fractions with common denominators Recognise common equivalences Recognise common equivalences Recognise tenths and hundredths Recognise tenths and hundredths	COMPUTING Programming: Scratch games TIOL: checking facts Programming: Hopscotch Multimedia – creating a Comic book Programming - Kodu Handling data – investigating sound Multimedia – IMovie Handling data: games E-safety (termly)	DESIGN TECHNOLOGY Mechanical systems— Making a slingshot car Textiles: Fastenings Structures — Pavilions Cooking and nutrition: adapting a recipe Electrical systems: torches Link to the National Curriculum: https://www.gov.uk/government/publications/national-curriculum-in-england-primary-curriculum
Animals inc humans: digestive system, teeth Electricity – creating simple circuits Sound including vibrations Living things and their habitats States of matter: solids, liquids and gases		Games: throwing and catching, possession an Gymnastics: shapes, apparatus and balance Swimming Athletics running and speed and over obsta	nd attacking within games, circuits & teamwork games acles & jumping for height and distance