**Year 4 Curriculum Overview**

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| Autumn One | Autumn Two | Spring One | Spring Two | Summer One | Summer Two |
| Maths   * **Place Value - Four digit numbers**   find 1,000 more or less than a given number  recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s and 1s)  order and compare numbers beyond 1,000  identify, represent and estimate numbers using different representations  round any number to the nearest 10, 100 or 1,000  solve number and practical problems that involve all of the above and with increasingly large positive numbers   * **Roman numerals to 100 (C)**   read Roman numerals to 100 (I to C)   * **Four digit written Addition & Subtraction**   add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate   * **Inverse operations**   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. | Maths   * **Area by counting squares**   find the area of rectilinear shapes by counting squares  **Multiplication and Division**  recall multiplication and division facts for multiplication tables up to 12 × 12  use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers  **Counting in 6s, 7s, 9s, 25s, 100s** | Maths   * **Factor pairs**   recognise and use factor pairs and commutativity in mental calculations   * **Short multiplication**   multiply two-digit and three-digit numbers by a one-digit number using formal written layout   * **Perimeter of simple shapes** measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres   **Common equivalent fractions**   recognise and show, using diagrams, families of common equivalent fractions  **Converting between different units of measure** estimate, compare and calculate different measures, including money in pounds and pence | Maths   * **Fractions of an amount**   Add and subtract fractions with the same denominator   * **Introduction to decimals**   recognise and write decimal equivalents of any number of tenths or hundredths  recognise and write decimal equivalents to ¼; ½; ¾ | Maths   * **Introduction to decimals**   find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths  round decimals with 1 decimal place to the nearest whole number  compare numbers with the same number of decimal places up to 2 decimal places   * **Solving problems including money**   solve simple measure and money problems involving fractions and decimals to 2 decimal places.   * **Converting between units of time**   read, write and convert time between analogue and digital 12 and 24-hour clocks  solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days   * **Bar charts, pictograms, time graphs and tables**   interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs   solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. | Maths   * **Comparing angles**   identify acute and obtuse angles and compare and order angles up to 2 right angles by size   * **Classifying quadrilaterals and triangles**   compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes   * **Symmetry**   identify lines of symmetry in 2-D shapes presented in different orientations  complete a simple symmetric figure with respect to a specific line of symmetry   * **Coordinates and translations**   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. |
| English  **World Book Day**  **Roald Dahl –**  **James & the Giant Peach**  Characterisation, narrative, predictions  **Hope Jones Saves the World.**   * Role on the wall and characterisation * Information texts * Persuasive text * Blog entry * Story mapping * Interview questions * Writing in role | English  **The Wild Robot**   * Role on the wall and characterisation * Information texts * Advisory emails * Poetry * Story mapping * Survival manual * Interview questions * Writing in role   **Grammar Focus**  Use of inverted commas and other punctuation to indicate direct speech (for example, a comma after the reporting clause; end punctuation within inverted commas: *The conductor shouted, “Sit down!”*  **Spellings**  Year 3 and 4 Statutory Words, (s) sound, word endings, singular and plural possessive apostrophes and homophones. | English  **Werewolf Club Rules**   * Poetry performance * Text marking * Drafting, redrafting and writing poetry   **Grammar Focus**  Apostrophes to mark plural possession (e.g. the fox’s tail, the foxes’ tails)  **Spellings**  Year 3 and 4 Statutory Words, suffixes and prefixes. | English  **One Plastic Bag**   * Notes * Presentation * Leaflet * Booklet * Poster * Poem * Clothes label * Instruction Manual * Advertising Campaign featuring: * Tweets * Radio jingle * Television advert script   **Grammar Focus**   * Standard English form for verb inflections instead of local spoken forms (e.g. we were   instead of we was, or I did instead of I done)  **Spellings**  Year 3 and 4 Statutory Words, (g) sound, word endings, possessive apostrophes and homophones. | English  **The Tin Forest**   * Writing in role * Diary entry * Poetry * Descriptive Writing * Letter writing * Book Reviews * Creative Writing   **Grammar Focus**  Noun phrases expanded by the addition of modifying adjectives, nouns and preposition phrases (e.g. the teacher expanded to: the strict maths teacher with the curly black hair)  **Spellings**  Year 3 and 4 Statutory Words, prefixes, suffixes and (e) sounds. | English    **The Miraculous Adventures of Edward Tulane**   * Recount (diary entries) * Poem * Newspaper report * Narrative (written from another point of   view)  **Grammar Focus**  The grammatical difference between plural and possessive –s  Use of paragraphs to to organise ideas around a theme  **Spellings**  Year 3 and 4 Statutory Words, suffixes, apostrophes for contraction, word endings, possessive apostrophes and homophones. |
| History:  Early Civilisations | Geography:  \*Our European Neighbours | History:  \*Anglo-Saxons | Geography:  \*Settlements | History:  \*Maya | Geography:  \*Earning a Living |
| Art:  \*Sonia Delauney | DT:  \*Alarms | Art:  \*Famous Buildings | DT:  \*Moving Mechanism Cards | DT:  \*Money Containers | Art:  \*British Art |
| Science:  \*States of Matter | Science:  \*Electricity | Science:  \*Sound | Science:  \* Animals, including Humans | Science:  \* Animals including humans | Science:  Living things and their habitats |
| Computing:  \*fake or real? | Computing:  \*My online life | Computing:  \*Hour of code | Computing:  \*Games designer | Computing:  \*Dinosaurs-Making movies | Computing:  \*Multi Media presentation on Extinction |
| PE: \*Dance  (Creating movements and gesture)  \*Team Games | PE: \*Gymnastics  (Body shape and sequencing)  \*Ball Skills | PE: \*Games  (Net/Wall e.g. throwing/catching: Basketball)  \*Dance | PE: \*Gymnastics (Apparatus)  \*Games - Tennis | PE: \*Cricket  (Striking/Fielding Games: Cricket)  \*Orienteering | PE: \*Athletics  (Running, throwing and jumping)  \*Games – Rounders |
| Music:  Charanga – Mamma Mia | Music:  Charanga – *Glockenspiel Stage 2* | Music:  Charanga - *Stop* | Music:  Charanga – Lean On Me | Music:  Charanga – *Blackbird* | Music:  Charanga – Reflect, Rewind and Replay |
| MFL:  Core vocabulary  \* *Me presento*  Presenting Myself | MFL:  \* La familia  Family | MFL:  \* *Mi clase*  The Classroom | MFL:  \* *Desayuno en el cafe*  At the cafe | MFL:  \* *Mi casa*  My Home | MFL:  \* *Mi Casa*  My Home |