



Berrymede Junior School

Year 4 Curriculum Map 2018/19



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Myths and legends Information text Non chronological reports poetry	Stories from same author Explanation text Stories set in familiar settings	Fantasy stories Chronological reports Biographies	Fables Recounts Persuasive writing	Fairy stories Stories from other cultures Play-script writing	Play-script Persuasive writing Poems to perform
Mathematics	Place value Addition and subtraction	Multiplication and division Measure (Area)	Fractions Time	Decimals Money	Perimeter Length/angles Shape, symmetry Position, direction	Statistics Area/perimeter
Science	Living in Environments -recognise that living things can be grouped in a variety of ways - explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment -recognise that environments can change and that this can sometimes pose dangers to living things.	Eating and digestion -describe the simple functions of the basic parts of the digestive system in humans -identify the different types of teeth in humans and their simple functions -construct and interpret a variety of food chains, identifying producers, predators and prey	States of matter -compare and group materials together, according to whether they are solids, liquids or gases -observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C) -identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature	Changing sound -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	Electricity - Circuits and conductors -identify common appliances that run on electricity -construct a simple series electrical circuit, 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 opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit -recognise some common conductors and insulators, and associate metals with being good conductors.	
Art/DT	Art Dream sequence	DT Money Containers	Art Picasso	DT Take a set	Art Abstract Art – Journeys	DT Cooking
Computing	Animation (I can animate app) Take a series of pictures to form an animation. Move items within their animation to create movement on playback. Edit/improve their animation.		Concepts of programming -Using a list of instructions/commands to create a program, similarities and difference between different coding applications. Introduction of Scratch as a visual programming aid. Scratch Racing car -		Emails Log in, open, create, send replies. Attach files, Download, save files 'replying to all.' Databases. Scratch -Project work	
French	Pets, family, numbers to 40, festivals, Christmas, sounds and spellings		Time, daily routine Nos 41-60		Names of countries, French towns, points of a compass, colours, expressing likes and dislikes	
Religion & Philosophy	Sikhism To find out who Sikhs are and what they believe. Find out about the naming ceremonies of Sikh children. Find out about the Sikh baptismal ceremony of Amrit. Find out about Sikh marriage ceremonies. Find out about Sikh funerals and beliefs on life after death. (ARTICLE 14 LINKED TO BRITISH VALUES)		Initiation practices To know what a festival is and why we celebrate them. Understand the practices of Eid ul-Fitr and Eid ul-Adha. Understand the importance of Hanukah for Jews		Seeds of unity/ P4C To introduce the concept of stewardship and to look at how the human dependence on plants is reflected in belief and ritual. Understand that for believers there can be a difference between the same foods eaten in a ritual or a day-to-day context; they will be able to discuss how sharing food or drink with friends or family can make them feel like they belong to a group.	
Geography	Map skills use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied To locate different places around the world using maps. To use symbols and a key (including the use of Ordnance Survey maps) To build knowledge of the United Kingdom and the wider world by identifying landmarks shown on an Ordnance Survey map. To use the eight points of a compass To build knowledge of the United Kingdom and the wider world by describing routes on a map		Volcanoes and study of Iceland To know what a volcano is and - To understand the process of how volcanoes form and erupt. To know location knowledge and map vocabulary of places and features. To begin to use an atlas to locate these. To know that there are different climate zones in the world. To be able to describe the weather patterns in different climate zones			
History			Vikings -Viking raids and invasion -resistance by Alfred the Great and Athelstan, first king of England -further Viking invasions and Danegeld		The Tudors To Investigate the character of Henry VIII and his role as Tudor King. To understand the role of a monarch in ruling and making decisions in the religion of England. To be able to name and order Henry 8 To know the differences between Rich and poor Tudors h wives and why he married 6 times.	
Music	Introduction to Ukulele – Instrumental lessons Notes value – Music notation Awareness of pitch while singing – music elements		Chords progression on Ukulele – Instrumental lessons Music and math – Music notation Blending and dynamics while singing – Music elements		Repertoire development on the Ukulele – Instrumental lessons Reading music on State – Music notation Texture & structure – Music analysis	
Physical Education	Swimming, learning to swim front crawl, backstroke, breaststroke and water safety skills. Invasion Games, looking at the skills required to play team games like Basketball/football and hockey	Swimming, learning to swim front crawl, backstroke, breaststroke and water safety skills. Gymnastics, learning the fundamental movements of balancing, jumping, moving in different ways and sequencing those together.	Swimming, learning to swim front crawl, backstroke, breaststroke and water safety skills. Gymnastics, learning the fundamental movements of balancing, jumping, moving in different ways and sequencing those together.	Swimming, learning to swim front crawl, backstroke, breaststroke and water safety skills. Net and Wall games, learning the skills of using a racket and finding space in game like tennis, badminton and volleyball.	Swimming, learning to swim front crawl, backstroke, breaststroke and water safety skills. Fielding and striking games, looking at the skills required to play games such as cricket and rounder. For example catching, batting and fielding.	Swimming, learning to swim front crawl, backstroke, breaststroke and water safety skills. Athletics, Looking at the skills and techniques of running jumping and throwing. These skills will be practiced to be performed in a competitive situation.
PSHE and Safety	BRITISH VALUES		Money matters/Fair trade		People around us/Growing up	
Special Events	Harvest Festival. Road Safety Workshop	Remembrance Day Christmas (B)	E-Safety Day	World Book Day Easter		Sports Day
Possible Trips	HYDE PARK EDUCATION CENTRE (SCIENCE FOCUS)		NATURAL HISTORY MUSEUM VOLCANOES (GEOGRAPHY FOCUS)		HAMPTON COURT PALACE (HISTORY FOCUS)	

