Clockhouse Primary School
Year 4 Curriculum Overview

TERM	AUTUMN TERM		SPRING TERM		SUMMER TERM	
THEME	**The Ancient Egyptians and Rivers**		**Wild Weather; Crazy Climates**		**Rainforests**	
QUESTION / SCENARIO	*How does Ancient Egyptian life compare with ours today?*		*How does the weather and climate affect us?*		*Are rainforests really that valuable?*	
STUNNING STARTER	Egyptian day- introduction to the Ancient Egyptians and creating our own Hieroglyphs		Whacky Weather paintings		Introduction to the Rainforest- food tasting. Tasting different fruits that grow in the rainforest	
MARVELLOUS MIDDLE	Thames Barrier Trip- consolidating our learning about rivers and learning about the purpose of Thames Barrier and how it works.		VR experience to learn more about extreme weather and climate change.		Rainforest in a jar- creating our own mini rainforest.	
FABULOUS FINISH	Portals to the past – Ancient Egypt workshop		Tornado in a jar- creating our own tornadoes!		Trip to Paradise Wildlife Park- Rainforest Workshop	
POSSIBLE VISITS / VISITORS	Portals to the past – Ancient Egypt workshop Thames Barrier Trip Rabbi visit		Visit from the VR experience		Havering Country Park- comparing biomes from the park to those in the rainforest. Trip to Paradise Wildlife Park	
ENGLISH	Core Text The Boy in the back of the Class by Onjali Rauf	Core Text Marcy and the Riddle of Sphinx by Joe Todd Stanton	Core Text The Creekers by Tom Fletcher	Core Text The Miraculous Journey of Edward Tulane by Kate Dicamillo	Core Text Journey by Aaron Becker	Core Text The Explorers by Katherine Rundell
	Genres Covered: Persuasive letter Diary Entry	**Genres Covered:** Narrative (alternative ending) Dialogue Non-chronological report Poetry – riddles	**Genres Covered:** Newspaper report Internal monologue Narrative: Alternative chapter	**Genres Covered:** Character Description Instructions Debate	**Genres Covered:** Persuasive Letter Action Scene Narrative: Sequel	**Genres Covered:** Setting Description Diary Information Guide (A guide to surviving the Amazon Rainforest)
MATHS	Count in multiples of 6, 7, 9, 25 and 1000 Find 1000 more or less than a given number Count backwards through zero to include negative numbers Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) Order and compare numbers beyond 1000 Round any number to the nearest 10, 100 or 1000 Solve number and practical problems that involve all of the above and with increasingly large positive numbers Recall multiplication and division facts for multiplication tables up to 12 × 12 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					

	Place value Count in multiples of 6, 7, 9, 25 and 1000 Find 1000 more or less than a given number Count backwards through zero to include negative numbers Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) Order and compare numbers beyond 1000 Round any number to the nearest 10, 100 or 1000 Identify, represent and estimate numbers using different representations Solve number and practical problems that involve all of the above and with increasingly large positive numbers Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value. **Addition and subtraction** Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 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. **Number- fractions** 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 **Multiplication and division** Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers Recognise and use factor pairs and commutativity in mental calculations Multiply two-digit and three-digit numbers by a one-digit number using formal written layout Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects. **Geometry- properties of shape** Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	**Number- fractions** Recognise and show, using diagrams, families of common equivalent fractions Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Recognise and write decimal equivalents to ¼ ½ ¾ Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number Add and subtract fractions with the same denominator **Geometry- position ad direction** 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. **Statistics** 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. **Place value** Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value **Measurement** Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares Estimate, compare and calculate different measures, including money in pounds and pence **Number- fractions** Round decimals with one decimal place to the nearest whole number Compare numbers with the same number of decimal places up to two decimal places Solve simple measure and money problems involving fractions and decimals to two decimal places.	**Multiplication and division** 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 Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers Recognise and use factor pairs and commutativity in mental calculations Multiply two-digit and three-digit numbers by a one-digit number using formal written layout Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects. **Geometry- properties of shape** Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify acute and obtuse angles and compare and order angles up to two right angles by size 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 **Number- fractions** Recognise and show, using diagrams, families of common equivalent fractions Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Recognise and write decimal equivalents to ¼ ½ ¾ Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number Add and subtract fractions with the same denominator Round decimals with one decimal place to the nearest whole number Compare numbers with the same number of decimal places up to two decimal places Solve simple measure and money problems involving fractions and decimals to two decimal places. **Measurement** Convert between different units of measure [for example, kilometre to metre

	Identify acute and obtuse angles and compare and order angles up to two right angles by size 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 **Measurement** Convert between different units of measure [for example, kilometre to metre hour to minute] 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. **Problem Solving Task:** **Investigation** Threes and fives		**Problem Solving Task:** **Shape & Measure** Sorting quadrilaterals based on their properties	hour to minute] 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. **Real life/enterprise style maths:** Make and sell electrical toys to raise money to save the rainforest **Problem Solving Task:** **Open Ended** Make the numbers 1-30	
SCIENCE	**Electricity and Sound**		**Living things and their habitats and States of matter**	**Living things and their habitats and Animals, including humans**	
COMPUTING	**Coding: Introduction to Variables** **Online Safety** To identify how a message can hurt someone's feelings. Say how I should respond to a hurtful message online	**Word Processing** **Online Safety** To understand the term 'plagiarism' and how to avoid it	**Podcasts** **Online Safety** To explain how to create a safe online profile. To explain that not everything on the World Wide Web is true To evaluate the consequences of unreliable content	**Coding: Repetition and Loops** **Online Safety** To explain how to be a responsible digital citizen	**Creating Media: Website Design** **Online Safety** To explain how technology can be a distraction and identify when I might need to limit the amount of time spent using technology
HISTORY	**Ancient Egypt** The achievement of early civilisations. An overview of where and when first civilisations appeared and in-depth study of Ancient Egypt.**t**		**Historical natural disasters** Make connections, contrasts and trends over time. Address historically valid questions about change, cause, similarity and difference, and significance.	**Rainforests** The impact of human activity in the past on environments and plant/animal life, in particular, the mountain gorillas of the Virunga rainforest.	
GEOGRAPHY	**Rivers** Rivers. Understanding how rivers are formed and parts of them. Evaluating the benefits and problems caused by flooding.		**Whacky weather and Crazy climates** Through the study of different climate zones and weather patterns, the significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle should be understood.	**Rainforests** **Children will learn about** the animal and plant life supported by the rainforest. People in the rainforest: types of settlement and land use, economic activity and the distribution of natural resources, as well as the importance of rainforest regions; the distribution of Fairtrade items	
ART AND DESIGN	**Drawing / Painting** **Skill:** Face Proportions - Egyptian Death Masks		**Drawing / Painting / Sculpture:** **Artist: Painter and Printmaker** – Katsushika Hokusai	**Textiles:** **Colombian designer** Silvia Tcherassi **Textiles Dyeing Techniques Craft Maker**: Janice Gunner, Kiyoe Masao, Judith Content	

DESIGN AND TECHNOLOGY	**Cooking and Nutrition** Bread		**Structures** Desk tidy		**Electrical systems** Digital world: Mindfulness timers	
RELIGIOUS EDUCATION	2.9 What does it mean to be Jewish?	2.9 What does it mean to be Jewish?	2.2. Who should inspire us?	2.7 What matters most to **Humanists** and Christians?	2.4 Where, how and why do people worship?	2.6 How and why do believers show their commitments during the journey of life?
PHYSICAL EDUCATION	**Autumn 1** Invasion: Tag Rugby Dance **Autumn 2** Invasion:Netball Gymnastics		**Spring 1** Invasion: Handball Dance. **Spring 2** Target Game: Golf Yoga		**Summer 1** Net and Wall: Tennis Science: Fitness **Summer 2** Athletics Striking and Fielding: Rounders	
MUSIC	**<u>Sing Up</u>** **This Little Light of Mine** (Playing / Listening / Singing / Composing) ***Christmas Songs*** (Singing)		**<u>Sing Up</u>** **The Doot Doot Song** **Ukulele 3** (Playing / Listening / Singing / Composing)		**<u>Sing Up</u>** **Favourite Song** **Ukulele 4** (Playing / Listening / Singing / Composing) ***End of Year Assembly*** (Singing)	
PSHE	Relationships: Respecting similarities and differences. Character Education Lesson-Values	Living in the Wider World: Spending Decisions Pocket Money Character Education Lesson- Self-Awareness	Living in the Wider World: What makes a community? Recognising individuality and mental wellbeing Character Education Lesson-Community	Health and Wellbeing: Keeping Safe in different situations Responding to emergencies Character Education Lesson-Teamwork	Relationships: Responding to hurtful behaviour and recognising risks online Character Education Lesson- Resilience	Relationships: Positive friendships including online. Health and Wellbeing: Managing Transition Character Education Lesson- Integrity
LIFE SKILLS	**To learn how to wash and dry up kitchen equipment.**		**To learn how to touch type**		**To sew a button onto clothes**	
PRIMARY LANGUAGES	**<u>Unit 7 – On y va (All aboard)</u>** On the way to school Where in the world is French spoken? Weather On our travels Travel arrangements Planning a trip	**<u>Unit 8 – L'argent de poche (Pocket Money)</u>** At the toy shop Likes and dislikes Numbers to 39 Birthday presents Expressing preferences Toy adverts	**<u>Unit 9 – Raconte-moi une histoire! (Tell me a story)</u>** Sleeping Beauty Giving instructions Counting in multiples of 10 to 100 Tell me a story!	**<u>Unit 10 – Vive le sport! (Our sporting lives)</u>** Talking about sports Healthy eating Diary of activities Comparing activities with a friend Making a poster	**<u>Unit 11 – Le Carnaval des animaux ('Carnival of the Animals?)</u>** Meet the animals Animal sounds What's the time? Animal descriptions Animal habitats Carnival time	**<u>Unit 12 – Quel temps faitil? (What's the weather like?)</u>** What's the weather like? More practise of numbers to 40 What temperature is it? Dressing for the weather Weather reports

HOME LEARNING QUESTS	Create an Egyptian artefact (jewellery, Canopic jar etc) and research about them.  Research about a famous Ancient Egyptian or someone who is part of the Ancient Egypt history and create a project based on this person (Howard Carter, Tutankhamun, Hatshepsut, Ramesses II, Cleopatra) Look at a famous invention (pyramid, papyrus) and create information booklet about it. Create a model or example if you wish. Research about the River Nile and its importance. Create an information poster or booklet about it.	Make a weathervane Record a weather forecast for a country of your choice Write a podcast with interesting facts about weather around the world Find a fun way of presenting the data of weather from a country of your choice	Create a rainforest project. It could be about rainforests in general or discover information about a rainforest around the world – Amazon, Congo  Create a rainforest (or rainforest ecosystem) model or a terrarium. Make sure you label it with facts about the rainforest – animals that live in there, products that are made, factual information about rainforests.  Create a fact file about an animal that lives in the rainforest and draw or create an image of the animal. Make sure you include how the animal is adapted so it can survive in the rainforest. You are living in the rainforest and need to create a home. Design a home that would suit the environment (think carefully about the heat and rainfall). What materials will you use? Could you use your science investigation skills to discover which materials or structures might work out better? Make sure you explain your design choices.

Note where specific objectives are not referenced above, refer to the National Curriculum or related documents