



St Mary's Catholic Primary School Year 4 Curriculum

Religious Education	In RE we follow the scheme of work The Way, The Truth and The Life as directed by the Diocese of Shrewsbury. Each half term we look at different themes to guide our learning.					
	The Bible During this unit, children explore their existing understanding of the bible and look at many important stories from the Old Testament in detail.	Trust in God This half term, the class considers the trust that people showed God around the birth of Jesus including Zechariah, Mary and Joseph.	Jesus, the Teacher In this topic, children look at the life of Jesus from his presentation in the temple to his teaching. Focusing specifically on the lessons we can learn from many of his parables.	Jesus, the Saviour In this unit, children learn that Jesus was truly human and truly God and follow the events of Holy Week to help them grow in their understanding of the events of Easter.	The Early Christians Through this topic, children understand what happened after Jesus' death and the mission of the early church.	The Church When studying this unit, children become familiar with the idea of community within schools and the church seasons.
English	At St Mary's we follow our own bespoke genre led scheme for the teaching of writing. Each half term we study a range of genres each culminating in a final piece of extended writing.					
	Stories – settings Children begin the year by studying the setting in narrative using the history topic as a stimulus.	Narrative recount When studying Egyptians, the children will write a narrative recount of the opening of Tutankhamun's tomb.	Writing and performing plays In this unit, children become more familiar with the layout of plays and how they are formatted. Finally writing their own short play to be performed.	Stories with a theme In this unit, children look at a number of stories on the same topic and then will embark on writing their own.	Traditional tales – Myths/legends During this topic, children are inspired by books such as Beowulf their own create to write a story around.	Stories with a problem at the beginning This half term, children look at a number of texts where the problem is presented at the beginning of the story and are asked to write a narrative in the same way.
	Reports When studying reports, learning is linked to the children's History topic in order to write a non-chronological report about the Egyptians	Newspaper reports Children use their knowledge of the Egyptians to write a newspaper report about the events that occurred when Howard Carter discovered Tutankhamun's tomb.	Persuasion Linking learning to the current Geography topic, children write persuasive argument convincing parents and teachers to take them on a school trip to North America.	Discussions In this topic, children write a balanced argument on a topic which is important to them.	Explanations Children use prior learning on other subjects to write a detailed explanation of how something works.	
	To ensure each child in our school makes progress in reading we use a carousel system in Guided Reading where the children are read a challenging book with their teacher, answer questions on the text, access other texts and apply comprehension skills to other activities.					
	In spelling we follow the Read, Write inc. spelling scheme which helps children to build on their previous phonics learning with enjoyable videos and short application activities.					
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Maths	To guide our Maths teaching we use a cyclical programme which allows the children to meet the topics outlined in the National Curriculum throughout the year, building on previous skills learnt as they progress. Listed below are the areas children study each half term					
	Read and write numbers to 10000. Understand the place value of 4 digit numbers.	To recall the 6 and 9 time tables. Recognise and use factor pairs and commutativity in	Read Roman numerals up to 00. Count in multiples of 6,8, 25 and 1000.	To recall the 7 time tables. To divide 3 digit numbers by a 1 digit number. To compare and order	Count in multiples of 6,7,8, 25 and 1000. Count backwards through zero.	Understand the place value of 4 digit numbers. • Order and

	<p>Add and subtract 1, 10, 100 and 1000 from a given number. To round to the nearest 10 and 100. To count up and down in hundredths. To use decimal notation in the context of money. To compare decimals. To add and subtract 4 digit numbers (including decimals) To answer two step problems involving addition and subtraction. Identify horizontal and vertical lines. To name and identify different types of angle. To find lines of symmetry in 2d shapes. To read 12 and 24 hour clocks.</p>	<p>mental calculations. To multiply 2 digit and 3 digit numbers by a 1 digit numbers. To solve problems involving multiplication. To convert between different units of measure. Interpret and present discrete and continuous data</p>	<p>Order temperatures including negative values. To add and subtraction with the same denominator. To count forwards and backwards in fractions. To find fractions of amounts. To solve problems involving measures and money. To describe a position of a 2d grid in the first quadrant. Describe the movement as a translation. To find the area of a shape. To add and subtract 4 digit numbers (including decimals) To answer two step problems involving addition and subtraction.</p>	<p>numbers to 1000. To identify the place value of numbers including numbers with 2 decimal places. To multiply 2 digit and 3 digit numbers by a 1 digit numbers. To solve problems involving multiplication. To find lines of symmetry in a 2d shape. To classify 2d shapes. To plot points on a grid and draw a polygon.</p>	<p>Identify the place value of numbers with 2 decimal places. To round numbers with decimal places to the nearest whole number. To compare number with 2 decimal places. To solve problems involving fractions. To describe a position of a 2d grid in the first quadrant. Describe the movement as a translation. To read 12 and 24 hour clocks. To recall the 12 time tables.</p>	<p>compare numbers beyond 1000. Round any number to the nearest 10, 100 or 1000. Interpret and present discrete and continuous data Add and subtract numbers with up to 4 digits and decimals. Solve addition and subtraction two-step problems in contexts. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. Recognise and use factor pairs and commutativity in mental calculations. To multiply 2 digit and 3 digit numbers by a 1 digit numbers. Use a variety of sorting diagrams to compare and classify numbers and 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.</p>
Science	<p>Animals including Humans During this unit, children study food chains and digestion. In particular they look at teeth and</p>	<p>Electricity In this topic, children explore electricity and how it works. They have the</p>	<p>States of Matter This half term, children will look at the difference between solids, liquids and gases. They will also learn about viscosity and changes which can take place to</p>	<p>Living things and their habitats Building on learning in previous years, children</p>	<p>Sound Linking to learning in Computing and Music, the children learn about</p>	

	consider how what an animal eats impacts its behaviour.	opportunity to create circuits and investigate which materials conduct electricity. The children will also learn about safety and what measures they must take to stay safe when using electricity.	change a materials state.		learn about the lives of animals which live in the local area. The look in detail at their habitats and their behaviour.	how sound travels and how the ear functions.
History	How much did the Ancient Egyptians achieve? While studying the Ancient Egyptians children will learn how civilization prospered in the desert land of Egypt. They will learn about the nature of Ancient Egyptian pyramids, including how they were constructed and their use.		What was important to our local Victorians? In this topic children will learn about the chronology of the Victorian era and the impact they had on the local area. They will explore the changes made during Queen Victoria's reign and to use sources of evidence to reach a conclusion about life in Victorian Britain.		Is it better to be a child now than in the past? As part of this unit, Children will build upon previous knowledge of children in the past to study why life was like for Victorian children. They will look at Child labour and how little children had to enjoy themselves.	
Geography	How does water go round and round? This half term, children will learn about the land part of the water cycle to find out where rain goes and where rainfall comes from. They will learn about a major UK river following it from source to mouth.		Can you come on a great American road trip? During this half term, children will locate cities in the continent of North America and discover what these cities are like.		Do you like to be beside the seaside? This half term children will look at the features of the coastline and compare different coastal locations. They will consider the economic activities that occur around the coast of the UK.	
Music	In music we use the Charanga scheme of work to guide our learning. In teach topic children listen to and appraise music, find and follow the beat and create music using their voice and instruments.					
	Mamma Mia	Five Gold Rings	Glockenspiel 3	Benjamin Britten – Cuckoo!	Lean on Me	Reflect, Rewind, Replay
PE	In PE we look at a range of sports throughout the year. Children will have one PE lesson led by Commando Joe's which focuses on team building and general exercise and another lesson taught by the class teacher which focuses on sports skills.					
	Invasion games – basketball	Gymnastics	Forest schools		Dance	Athletics
Computing	Internet safety This half term, children learn about staying safe online and the SMART rules they must follow when working in a digital context. Children will present their learning as informative posters created using a publisher program.	Programming using scratch During this unit, children will develop their coding skills using scratch creating a etch-a-sketch style program.	Creating a database In this topic, children use 2Investigate to create a database about themselves then use the database to answer questions and create bar charts.	Creating using IT Linking their learning to other areas of the curriculum, children will create a digital game using 2DIY.	Using an online program to present work Following a Geography unit, children will present information in an interactive, digital format using animals.	Making music Linking to learning in Science and Music, children will be able to make their own compositions using 2Simple Music Toolkit
Art	The Egyptians Children will use a range of materials to design and make multi-media products based on Egyptian artefacts.	The Water Cycle Children will be taught to apply paint with increasing control using the correct sized brush	Divine and Human Pupils will explore the some works by the Pre-Raphaelite artist William Holman-Hunt. Children will develop further their ability to design and create a work of their own art in response to another artist's work.	Buildings Pupils will be taught to apply block colours with increasing control and precision.	Animals in their Habitat Children will develop further their ability to sketch from observations at first-hand.	Coastlines Children will study some of the work of Claude Monet. They will be taught to use tones in order to convey proximity and distance using chalk and charcoal, paint and pencil.

Design and Technology	Lovely lunch Children will design and make sandwich for a family member. They will learn about healthy eating (including food group proportions and composite dishes) seasonal ingredients, where some of their food comes from and how to prepare a simple dish safely and hygienically.					What music would you like to make? Children will design and make a musical instrument. They will make a basic musical instrument that requires only a modest amount of practise to play well enough for a short performance for the rest of their class.
Languages (Italian)	<ul style="list-style-type: none"> • Numbers to 50 • Italian cuisine • More complex classroom commands 	<ul style="list-style-type: none"> • The regions of Italy • Adverbs • Directions (left, right and straight ahead) • Parts of the face and body 	<ul style="list-style-type: none"> • Names of shops (eg – butchers, bakers, etc) • Numbers to 100 	<ul style="list-style-type: none"> • More traditional songs, rhymes and stories • Times of the day (morning, lunchtime, afternoon, night-time) 	<ul style="list-style-type: none"> • Telling the time • Ordering from a menu • Names of different modes of transport 	<ul style="list-style-type: none"> • Household objects • Rooms in a house