

Chase Side Primary School

Year 4 Curriculum Map – Summer Term 1

Visit Theme Day: Enfield Town Park (Building and Orientation Skills)



Well Being

As **mindful learners** we will be able to distinguish between good habits and bad habits, understand why some habits can be difficult to break and now what alcohol is and how it affects the body, understand that everyone will be affected differently by alcohol.

As **Athletes** we will be learning about invasion games and developing team skills.

As **Gymnasts** we will be exploring the topic of balance and movement.

As **Dancers** we will be combining and linking phrases of movements fluently and with control.

As **Members of Society** we identify the types of health services available in our local area and explore which service is appropriate for which health need.

As **Open Minded Learners** we will be making connections between the Christian ceremony of Baptism and Christian beliefs about the purpose of membership of the church and the local community.

World:

As **Scientists** we will 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, measure or research the temperature at which this happens.

As **Linguists** we will say, read and write words & phrases related to: hobbies, likes/ dislikes, roleplays, use adjectives to create complex sentences.

As **Geographers** we will learn that rivers and river systems are dynamic, changing the landscape in visible and at times dramatic ways.

As **Communicators** we use our speaking and listening skills through performance and verbal explanations and descriptions.

Future:

As **Readers** we will be reading a range of both fiction and non-fiction texts. We will be decoding and explaining the meaning of unfamiliar words, retrieving and recording information, making inferences and justifying predictions, identifying and summarising ideas.

As **Writers** we will be writing a range of both fiction and non-fiction-based texts, including stories around a theme and we will be reading and writing poetry. Within these texts we will be exploring relevant vocabulary, grammatical conventions and ranges of punctuation.

As **Mathematicians** we will recognise and write decimal equivalents of any number of tenths or hundredths, recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, 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, 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.

As **Musicians** we will practice playing musical instruments. We will learn to both play notes and chords in a lead up to performing short pieces of music.

As **Technicians** we will learn common commands and construct of the Logo programming language. Learning how animations are created.

As **Artists** we will be exploring the work of Duran. We will practise these skills and produce a painting using these techniques.

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Theme Day: Enfield Town Park (Building and Orientation Skills)

ENGLISH: (Writing & Reading)

Texts; How To Train Your Dragon, Poetry: Kennings

- Stories with a theme
- Narrative poetry
- Identify themes & conventions
- Discuss words & phrases that capture the imagination
- Use & punctuate direct speech
- proof-read to check for errors in spelling, grammar and punctuation
- indicate possession by using the possessive apostrophe with plural nouns
- Place the possessive apostrophe accurately in words with regular plurals and words with irregular plurals
- Write sentences that include: Conjunctions, adverbs, direct speech, punctuated correctly, clauses, adverbial phrases.

Reading

- Secure decoding of unfamiliar words
- Vocabulary – explain the meaning of unfamiliar words
- Retrieve & record information
- Make inferences & justify predictions
- Identify & summarise ideas

SCIENCE: Changes of State

- 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, measure or research the temperature at which this happens

PSHE:

Living in the wider world

- Housing needs and wants
- Home is...
- Rights and responsibilities at home
- Celebrations in different cultures
- Accepting differences

MUSIC:

Year 4 pupils are taught music from Sept-Feb

HUMANITIES:

Geography – 'Rivers'

- Describe and understand key aspects of physical geography, including the water cycle.
- Learn how rivers and mountains are formed
- Understand where rivers and mountains fit into the water cycle

The water cycle

Exploring River Systems

ART / DESIGN & TECHNOLOGY:

Drawing - Dran

- Scale and proportion
- Identify and draw the effect of light
- Social comment
- Mixed media

RELIGIOUS EDUCATION: - Making connections between the Christian ceremony of Baptism and Christian beliefs about the purpose of membership of the church and the local community.

PHYSICAL EDUCATION:

Outdoor and adventurous activities programme

- Team work and orientation skills

MATHS:

Number: Decimals

- Recognise and write decimal equivalents of any number of tenths or hundredths
- Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$
- 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
- 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

Measurement: Money

- Estimate, compare and calculate different measures, including money in pounds and pence

Measurement: 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.

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.

COMPUTING:

Logo and animation

- Develop ability to compose algorithms for drawing mathematical structures and turn these into code.
- Create simple and complex animations using 2Animate.

SPANISH:

Say, read and write words & phrases related to: what we like doing, hobbies, sports, expressing opinions.