



Year 4 Curriculum Overview Spring 2024

English

Reading

We will be learning the following:

- We will be exploring the books written by the author Emma Carroll
- Identifying main ideas drawn from more than one paragraph and summarising these
- Identifying how language, structure and presentation contribute to meaning
- Participate in discussions about books that are read to them and those they read themselves

Fiction Writing

We will be learning the following:

- We will be writing a 'Quest story' and studying film narrative 'The Lighthouse'
- Orally rehearse sentences/use of adventurous vocabulary
- Secure independent use of planning
- Consolidate use of inverted commas and commas to demarcate speech
- Metaphors and similes for description
- Poetry - Somerset Literacy Network competition

Non-Fiction Writing

We will be learning the following:

- The structure of persuasive texts and non-chronological reports focusing on language, layout and style
- Writing own persuasive texts using the correct writing format.
- Captions on diagrams
- Use of rhetorical questions
- Cause and effect conjunctions

Spelling

We will be learning the following:

- homophones, near homophones, suffixes and prefixes, plural possessive apostrophe, soft 'c', words families and different spellings of the suffix -shun and words from the Statutory Yr3/4 list..

Topic: History and Geography

Geography - "Let's Go to the river"

We will be finding out all about rivers and coasts

We will be:

- Learning about the key features of a river
- Understanding the water cycle
- Finding out how rivers change from their source to the sea
- Looking at how and why some beaches are different to others
- Discussing why rivers are important to people
- Discussing how environmental changes impact rivers
- Investigating local rivers and why they are important to people
- Locating and discovering more about rivers around the world

We will also be visiting our local river on a trip to Nine Springs.

Science

'Sound'

We will be learning the following:

- Identifying how sounds are made, associating some of them with something vibrating
- Recognising that vibrations from a sound travel through a medium to the ear
- Finding patterns between the volume of a sound and the strength of the vibrations that produced it
- Finding patterns between the pitch of a sound and features of the object that produced it
- Recognising that sounds get fainter as the distance from the sound source increases

Maths

We will be learning the following:

Number: Multiplication and Division

- Factor pairs
- Multiplying and dividing by 10 and 100
- Related multiplication and division facts
- Informal written methods for multiplication
- Multiply a 2-digit by 1-digit number
- Multiply a 3-digit by 1-digit number
- Divide a 2-digit by 1-digit number
- Divide a 3-digit by 1-digit number

Measurement – Length and Perimeter

- Measure in km and m
- Equivalent lengths
- Calculating perimeter

Number: Fractions

- Understand the whole
- Count beyond 1
- Partition, compare and order mixed numbers
- Understand improper fractions
- Convert mixed numbers to improper fractions and visa versa
- Equivalent fractions
- Add and subtract fractions

Decimals

- Recognise tenths as a fraction
- Recognise tenths as a decimal
- Place tenths on place value grid and number line
- Divide a one digit/two digit number by 10 & 100
- Recognise hundredths as a fraction
- Recognise hundredths as a decimal
- Place hundredths on place value grid and number line

Physical Education

We will be learning the following:

Games - Racket

- Play competitive racket games including tennis and badminton and compare performances with previous ones

Dance

- Perform dances using a range of movement patterns to a range of genres of music

Computing

We will be learning the following:

- Recognising how and why data is collected over time
- Using data loggers to carry out a sound investigations
- Creating sequences in block-based programming language to make music

Art

In Art, we will be learning the following:

Studying the artist Charles Rennie Mackintosh

- Studying the life and work of the artist, Charles Rennie Mackintosh
- Annotate sketches to explain and elaborate ideas
- Consider scale and proportion
- Make precise repeating patterns
- Experiment with a wider range of materials
- Use some of the techniques our artist used

Music

We will be learning the following:

Trumpets – Control sound quality

- Begin to recognise and interpret basic features of staff notation
- Play a performance in time to the music
- Singing and performing songs in the Easter Service

RE

In R.E. we will be learning the following:

- understand the importance and significance of the cross for Christians and the salvation story
- understand the importance of Lent and Easter as a Christian festival
- look at the theme of forgiveness in some Bible stories including 'The Prodigal son'
- recognise the importance of forgiveness for Christians

Design Technology

We will be learning the following:

Electrical Systems – Light-up Sign

How can you programme a light to flash?

- use simple circuit in a product
- learn about how to programme a computer to control a product
- understand and use electrical systems in their products

Spanish

In Spanish we will be learning the following:

- Saying and writing nouns for parts of the body and face.
- Using indefinite and definite articles with singular and plural nouns.
- Reading simple descriptions of monsters and matching to pictures.
- Listening and joining in with parts of a Spanish story.
- Writing descriptions of monster and alien pictures. (Using nouns and adjectives).

PSHE

We will be learning the following:

E-Safety

- Online reputation
- Copywrite and ownership
- Privacy and security
- Online Bullying

Dreams and Goals

- How to overcome disappointment
- Making new plans and goals
- How to work as part of a successful group

Trips and Visits

We will be experiencing the following:

- Receiving a visit from the Yeovil Rivers Community Trust and then going on a site visit to the Dodham Brook in Yeovil Country Park.

