



# Curriculum Overview Year 4 Spring Term





# Music



**Spring 1 - Learn to play the glockenspiel**

**Spring 2 - Benjamin Britten - Cuckoo!** listening and responding to songs Old Abram Brown by Benjamin Britten, Cuckoo! – Irish Folk version , The Useful Plough by Benjamin Britten

# RE



**Jesus: Light of the World and Beloved Son**

The children will know the stories of the Baptism, Presentation and Transfiguration of Jesus. They will understand that at these events Christ is revealed as the Light of the World and the Beloved Son of God. They will know that through Baptism, Christians become the Children of God and will identify symbols from the Baptismal liturgy that express this belief.

## **Lent**

They will know some reasons associated with the Church's practice of prayer, fasting and almsgiving during the season of Lent. They will know some of Jesus' teaching about forgiveness and will understand that this is a gift God freely gives. They will know that the Sacrament of Reconciliation is a celebration of this gift. The children will know that Christians are called to follow Christ by the way they live their lives. They will understand that the Beatitudes of Jesus provide a guide for this.

## **Holy Week**

Children will have a good knowledge of the story of Holy Week and will be able to explain some reasons for the death of Jesus.

## **Easter**

The will know that the four Gospels contain accounts of the Resurrection of Christ. They will be able to understand the transforming effect this had upon the disciples. The children will know that the Ascension reminds Christians of the promise of Christ to remain always with them.

# Global Learning

## Reign Over Us

- Begin to know and understand the history of Britain as a chronological narrative, from the earliest times to the present day.
- Children will think carefully about how people's lives have shaped their country and how Britain has influenced and been influenced by the wider world.
- Children will begin to understand such abstract terms as 'empire', 'civilisation', and 'parliament'.
- Children will create a timeline showing all the rulers from 1066 till the present day on shields to display in class.



## Computing

During this term the children are 'Learning to be computer scientists'. The children will use a range of resources including programmable equipment, computers and I pads to help learn how to program. The children will be taught to understand what algorithms are; how they are implemented as programs on digital devices; and that programs work by following precise instructions. They will also learn to create and debug their own simple programs using a range of hardware and apps. The younger children will start by using Beebots and use directional language to help program them around a course. The older children will use Probots and scratch and work to create their own programs for a simple game.



## Art

The whole school theme for art this term is **COLOUR**.

Children will learn about how to create and apply colour in a number of mediums like oil pastel, chalk pastel and various types of paint. This term, children will also learn about the life and work of a well known, recognized artist.



# Science



## Electricity

Pupils will learn that some materials allow electricity through them and others do not. They will learn about the history of electricity and they make and test electrical circuits with a variety of components. They will use their knowledge of electricity to design and build a model of a burglar alarm for a house. Pupils will investigate the strength of a motor in a circuit due to the batteries added to the circuit.

## Sound

Pupils listen to and identify sounds and learn how our ears work to detect sounds. They carry out experiments to help them learn about loudness and pitch and investigate the best material for muffling sound. They will learn facts about how sound travels and learn how it travels. They make and play musical instruments.

# English



## *Spring 1 - Historical Fiction -*

This unit takes pupils into the past to explore the lives of two children who lived in the same place in different periods of history. (Charles 11 and Queen Victoria) The two novels selected explore what life was like at these times, the events taking place and the challenges faced by the main characters. Themes of family loss, friendship, survival and resilience are explored through book talk, drama and writing. The unit can be used to support a History curriculum focus on Victorians.

## *Spring 2 - Fiction: Unit 5 - Myths*

In this unit about myths, pupils explore how stories were once used as a narrative to explain natural or supernatural life such as how the world came to be, occurrences in nature and gods and heroes in Greek mythology. Pupils have the opportunity to explore stories from different parts of the world and to write their own myths. The unit can be used to support a History curriculum focus on Ancient Greeks.

# Maths



## **Number: Number and place value**

- count in multiples of 6, 7, 9, 25 and 1000
- find 1000 more or less than a given number
- recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
- count backwards through zero to include negative numbers
- order and compare numbers beyond 1000
- identify, represent and estimate numbers using different representations
- 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
- 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**

- Convert between different units of measure [for example, kilometre to metre; hour to minute]

## **Number: Fractions (including 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

## **Number: 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 (including decimals)**

- 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.
- 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**

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

## **Statistics**

- interpret and present discrete and continuous data using appropriate graphical methods, including time graphs.
- solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

## **Geometry: Position and direction**

- describe positions on a 2-D grid as coordinates in the first quadrant
- plot specified points and draw sides to complete a given polygon.



# Maths (continued)



## **Number: 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: Multiplication and division**

- recall multiplication and division facts for multiplication tables up to  $12 \times 12$
- 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
- solve problems involving multiplying and adding, including integer scaling problems and harder correspondence problems such as  $n$  objects are connected to  $m$  objects.

## **Number: Fractions (including decimals)**

- 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.
- add and subtract fractions with the same denominator
- recognise and write decimal equivalents of any number of tenths or hundredths
- recognise and write decimal equivalents to  $\frac{1}{4}$ ,  $\frac{1}{2}$ ,  $\frac{3}{4}$
- 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
- 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**

- estimate, compare and calculate different measures, including money in pounds and pence
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- find the area of rectilinear shapes by counting squares

## **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.

