Year 4		Autumn		Spring		Summer	
English	Theme Genre Author	Journey	Heroes Inspiration	Growing Up	Heritage Text	Pyramid of Secrets.	The Natural World Exploration
	Writing	**One World Flotsam**	**Goodnight Stories for Rebel Girls**	**War Boy**	**Alice in Wonderland**	**Egyptologist**	Travels with my Sketchbook
	Reading	**Amazon Diaries**	**Boudicca/Troy biography** **Superheroes of mythology** **Wizard of Oz**	War Game	**Jabberwocky Poetry**	**The Egyptian Cinderella Ancient Egypt – Discover more**	**A Walk in Paris Poetry**
Maths		Find 1000 more than any given number Recognise the place value of each digit in a four-digit number (Th, H, T, O) Count in multiples of 25 and 1000. Identify multiples of 2,3,4 and 8, using patterning to generate the next multiple. Identify, represent and estimate numbers using different representations. Round any number to the nearest 10, 100 Round decimals with one dp to the nearest whole number	Order and compare numbers beyond 1000 Count in multiples of 6 Round any number to the nearest 10, 100 or 1000	Count backwards through zero to include negative numbers Count in multiples of 6, 25 and 1000 (link to 2x, 3x, 4x, 5x and 10x)	Read Roman numerals to 100 (I to C) and know that, over time the numeral system changed to include zero and the concept of place value Order and compare numbers beyond 1000 Identify 1, 10, 100 more and less to support efficient calculation. Count up and down in hundredths. Recognise and write decimal equivalents of any number of tenths or hundredths	Explore partitioning up to numbers in different ways. How many ways can a partition 3? (3+0; 2+1; 1+1+1) How many ways can I partition 19 into two parts? (19+0; 18+1; ….) Model heuristics such as being systematic and patterning. Round numbers to the nearest whole number, 10, 100, 1000. Use rounding to estimate answers. Explore decimal partitions of 1 and compare to known number bonds	Count in multiples of 6,7,9 Count backwards through zero to include negative numbers.

Science	**Electricity** Identify common appliances that run on electricity. Construct a simple circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery. Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit. Recognise some common conductors and insulators, and associate metals with being good conductors.	**States of matter** 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, and measure or research the temperature at which this happens in degrees Celsius (°C) Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.	**Living things** Recognise that living things can be grouped in a variety of ways Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.	**Sound** Identify how sounds are made, associating some of them with something vibrating. Recognise that vibrations from sounds travel through a medium to the ear. Find patterns between the pitch of a sound and features of the object that produced it. Find patterns between the volume of a sound and the strength of the vibrations that produced it Recognise that sounds get fainter as the distance from the sound source increases. Minstead trip	**Animals inc humans:** digestion and teeth, food chains Describe the simple functions of the basic parts of the digestive system in humans. Identify different types of teeth in humans and their simple functions. Construct and interpret a variety of food chains, identifying producers, predators and prey.	**Living things and their habitats** Recognise that environments can change and that this can sometimes pose dangers to living things. Pollution and climate change.
Computing	Internet Safety & Acceptable Use Using a spreadsheet	Safer Internet Day Searching the internet & presenting work	Programming (Scratch): -Using a music score & making music Keyboard shortcuts & presenting work	Using Computer Aided Design	Programming: -Using selection -Using a variable Using a spreadsheet - simple graphs	Green Screens
History			**Ancient Egypt** The achievements of the earliest civilisations- an overview of where and when the first civilisations appeared and a depth study of Ancient Egypt	**The Roman Empire and its impact on Britain** This could include: Julius Caesar's attempted invasion in 55-54 BC the Roman Empire by AD 42 and the power of its army successful invasion by Claudius and conquest,		

				including Hadrian's Wall British resistance, e.g. Boudicca "Romanisation" of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity. Roman mosaics.		
Geography	**Place knowledge** **UK - one location over time (FIELDWORK)** **Southampton** Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom. Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including graphs and digital technologies.	**Physical Geography** **Rivers** **water cycle** Describe and understand key aspects of physical geography, including rivers and the water cycle.				**Place knowledge** **Europe – Paris** Locate the world's countries, using maps to focus on Europe (inc the location of Russia) concentrating on their environmental regions, key physical and human characteristics, countries and other major cities. Understand geographical similarities and differences through studying the human and physical geography of a region in a European country
Religious Education	**Authority** The Torah and the Bible	**Angels**	**Messages** Jesus and his teachings	**From Darkness to Light** The Paschal Candle	**Prayer** **Ritual**	**Sacred Places** Places of worship
Art		**Drawing** Observational Drawing	**Printing** Pointillism- Seurat			**Collage** Henri Rousseau

Design and Technology	**Electrical circuits and introduction to computer control** Torches – Linked to Crumble.			**Using levers, linkages, pivots and slider mechanisms** Moving books-Alice in Wonderland	**Textiles - planning, joining, sewing and fixings – Roman purses.**	
PSHE	Feeling good.	Changes in family	**Ups and downs**	**Keeping Healthy**	**Keeping Safe**	Looking ahead
Spanish						
PE	Asymmetrical and symmetrical balance gymnastics Olympic Values – Boccia,	Dance – Indoor Invading, attacking, defending skills – Netball (Real PE?)	**Rhythmic gymnastics - travel and inversion** **Passing and receiving - Hockey**	**Romans Dance** **Passing and receiving with defenders – Tag Rugby**	**Problem solving and team work- outdoor adventurous activities** **Running, jumping, throwing (outdoor)**	Hand and eye co-ordination – Tennis Striking and fielding – Cricket and Rounders
Music						