

YEAR 4

READING SPINES – at least 4 over a range of the spines	OTHER TEXTS – at least 1	WRITING
<b>Archaic text</b> The Little House on the Prairie – Laura Ingalls Wilder The Little Match Girl – Hans Christian Anderson The Emperor's New Clothes – Hans Christian Anderson The Fisherman and his Wife – Brothers Grimm The Velveteen Rabbit – Margery Williams A Bear Called Paddington – Michael Bond <b>Non-linear sequences</b> The Midnight Fox – Betty Byars The Butterfly Lion – Michael Morpurgo The Legend of Captain Crow's Teeth – Eoin Colfer The Firework Maker's Daughter – Phillip Pullman	I Went My Hat Back – Jon Klassen (BB) The Rainbow Bear – Michael Morpurgo (BB) Wolves – Emily Gravett (BB) The Wolf The Duck and The Mouse – Mac Barnett (MBB) Night Sky Dragons – Mal Peet and Elzabeth Graham (MBB) BFF's New Trick by Anna Freeman Charlotte's Web by EB White Why the Whales Came by Michael Morpurgo Voices in the Park by Anthony Browne	Through the Threshold Concepts of: Write with purpose; Use imaginative description; Organise writing appropriately; Use paragraphs; Use sentences appropriately; Present clearly; Spell correctly; Punctuate accurately; Analyse writing; Present writing Write stories that contain mythical, legendary or historical characters or events. Write stories of mystery and suspense. Write stories, letters, scripts and fictional biographies inspired by reading across the curriculum. Write instructions. Write persuasively. Write explanations. Write to a journalistic style. Learn by heart and perform a significant poem. Write cinquain. Write poems that convey an image ( simile, word play, rhyme and metaphor)
<b>Narratively complex</b> Wood – Peter Rabbin The Witches – Roald Dahl The Five Realms: The Legend of Podkin One Ear – Keiran Larwood Ben's Island – Wendy Ott <b>Symbolic text</b> Love That Dog – Sharon Creech The Milkhouse Cat – Antonio Barber	The Tiger by William Blake (PP) Snowdrop's Mother by Mary Dow Brice (PP) Moonlit Apples by John Drinkwater (PP) Revolving Rhymes – Roald Dahl Dream Variations – Langston Hughes Topsy Turvy World – William Brighty Rands	<b>ART AND DESIGN</b> Through the Threshold Concepts of: Develop ideas; Master techniques; Take inspiration from the arts <b>Animals</b> Abstract art Abstract Art – Artist spotlight: Wassily Kandinsky <b>Royalty</b> Royalty – Artist spotlight: Hans Holbein the Younger <b>Symbolism</b> Symbolism – Artist spotlight: Edward Munch <b>Myths and legends</b> Myths and legends – Artist spotlight: Peter Paul Rubens <b>Family life</b> Family life – Artist spotlight: Rembrandt
<b>Reason text</b> The Mysteries of Harris Burdick – Chris Van Allsburg <b>Non – Fiction – multiple texts linked to topics</b>	<b>HISTORY</b> Through the Threshold Concepts of: Investigate and interpret the past; Build an awareness of world history; Understand chronology; Communicate historically The Stone Age – revisit The Roman Empire – revisit The Anglo-Saxons Anglo-Saxon kingdoms and conquest Anglo-Saxon beliefs and burials The Vikings Viking values and raiders Viking kingdoms and conquests Grimsey's Viking heritage Ancient Egypt – revisit Egyptian class from the past Egyptian pyramids and obelisks Egyptian beliefs and burials	<b>PSHE (Kapow + NOS + SPECIFIC PROGRAMMES)</b> Through the Threshold Concepts of: The new things; Work hard; Communicate; Push yourself; Progress; Manage; Understand others; Not give up <b>Families and Relationships</b> Healthy friendships How my behaviour affects others Bullying Stereotypes: Gender Relationships: Disability Families and the wider world Change and loss <b>EXPECT RESPECT</b> <b>Health and Well Being</b> Looking after our teeth Rehabilitation: Visualisation Controlling mistakes Meaning and purpose: my role My happiness Emotions Mental health <b>RELAX KIDS</b> <b>PRESLEY THE PLUG</b> <b>Safety and the changing body</b> Personal safety: Age restrictions First aid: asthma Privacy and secrecy Consuming information online Growing up Introducing Puberty Tobacco Sex Talk <b>National Online Safety</b> Self-image and identity Online regulation Online bullying Managing online information Health, Wellbeing and Lifestyle Privacy and security Copyright and ownership <b>Citizenship</b> What are human rights? Caring for the environment Community Contributing Diverse communities Local councils <b>Economic Well Being</b> Spending choices Keeping track of money Looking after money Influences on career choices Changing job Transition Setting goals
<b>SCIENCE</b> Work scientifically – ask questions, set up enquiries, compare + fair tests, make accurate measurements, gather, record, classify + present data. Investigate using scientific equipment: drawings, diagrams, charts, tables + written explanations; draw conclusions; make predictions; identify differences + similarities; support findings.	<b>BIOLOGY</b> Understand plants Explore the role of flowers in the life cycle of flowering plants, including pollination, seed formation and seed dispersal. Understand animals and humans Contrast and integrate a variety of food chains, identifying producers, predators and prey. Describe the simple functions of the basic parts of the digestive system in humans. Identify the different types of teeth in humans and their simple functions. <b>Investigate living things</b> Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers to living things. <b>Understand evolution and inheritance</b> Realise that living things have changed over time + that fossils provide information about living things that inhabited the Earth millions of years ago. Realise that some animals and plants are suited to and adapt to their environment in different ways.	<b>GEOGRAPHY</b> Through the Threshold Concepts of: Investigate places; Investigate patterns; Communicate geographically Describing maps of the world: 1 revisit Describing maps of the world: 2 revisit Describing maps of the world: 3 revisit Landscapes: rivers Landscapes: mountains Erosion and deposition: rivers Erosion and deposition: coasts Erosion and deposition: management Earthquakes and volcanoes: plate tectonics Earthquakes and volcanoes: the Pacific Ring of Fire Earthquakes and volcanoes: impact International trade: food International trade: natural resources International trade: tourism
<b>CHEMISTRY</b> Investigate materials Separating mixtures Non-reversible changes 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 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.	<b>PHYSICS</b> Understand movement, forces and magnets Compare how things move on different surfaces. <b>Investigate light and seeing</b> How light travels in straight lines and how this affects seeing and shadows. <b>Investigate sound and hearing</b> 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. <b>Understand electrical circuits</b> 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. <b>Understand the Earth's movement in space</b> Describe the movement of the Moon relative to the Earth.	<b>DESIGN AND TECHNOLOGY</b> Through the Threshold Concepts of: Master practical skills; Design, make, evaluate, improve; Take inspiration from design throughout history. What is design and technology? App control Pneumatics Shell structures Dips Things to remember: a balanced diet, safe storage, seasonal food <b>FRENCH (Kapow)</b> Through the Threshold Concepts of: Read fluently; Write imaginatively; Speak confidently; Understand the culture Portraits Clothes Numbers, Calendars and birthdays Weather and the water cycle French food Eurovision
<b>RELIGIOUS EDUCATION</b> Through the Threshold Concepts of: Understand beliefs and teachings; Understand practices and stories; Understand how beliefs are conveyed; Reflect; Understand values Hinduism – including Diwali, Holi Islam Judaism Sikhism Ahaas gurbans, SACRE Belief in the community Saint and heroes Our world Twinkl Buddhism People of faith Christianity Food and fasting Pilgrimage The Bible	<b>COMPUTING (Kapow)</b> Through the Threshold Concepts of: Code; Connect; Communicate; Collect Online Safety Further coding with Scratch – using variables in coding Investigating weather: gathering and recording data, green screen Website design – Website creation and Google Sites HTML – editing to change a website Collaborative learning – Google Docs, Slides, Forms and Sheet Computational thinking – abstraction, algorithm design, decomposition and pattern recognition	<b>MUSIC</b> Through the Threshold Concepts of: Play and perform; Improvise and compose; Listen; Musical notation; History of + wide range of music Classical – Saint-Saens: Carnival of the Animals Chalkovsky – Swan Lake Brahms – Peter and the Wolf Rock n Roll – Elvis Presley Musicals Big Band and Swing Disco
<b>PHYSICAL EDUCATION (over Year 3 and 4)</b> Through the Threshold Concepts of: Develop practical skills in order to participate, compete and lead a healthy lifestyle Games (Target) – Throw golf / Corner bowls / Bombardment Games (Tag) – Shark tag Games (Striking and fielding) – Quick pick-up / Safe or sorry / Round the square Games (Net and wall) – Pick up the trash / Keep it going / 3x3 volleyball Games (Strength) – End zone / Too many goals / Go to jail Gymnastics – Partner sequence / Vault / Apparatus Dance – Based on a picture / Mystery dance / Traditional folk dance Athletics – Take five jumps / Throwing / 5-8 seconds OAA – Counting cover / Team ball game / Hoop wall Swimming – Curriculum provision	Further coding with Scratch – using variables in coding Investigating weather: gathering and recording data, green screen Website design – Website creation and Google Sites HTML – editing to change a website Collaborative learning – Google Docs, Slides, Forms and Sheet Computational thinking – abstraction, algorithm design, decomposition and pattern recognition	