









Year 4 Curriculum Map						
	Autumn		Spring		Summer	
 English	Traditional Tales – Myths/Sagas Reports Poetry – Vocab building & Riddles		Playscripts Story Settings Stories Poetry – Vocab building & Narrative poetry		Persuasion Discussions Explanations Poetry – ‘Take one Poet’	
 Maths	Place value: Order and compare numbers beyond 1000; Rounding, estimation and magnitude Addition and subtraction: Mental fluency with addition and subtraction; Formal written addition and subtraction Multiplication: Counting in multiples of 6, 7, 9, 25 and 1000; Multiplication and division facts; Factor pairs, integer scaling and correspondence problems; Multiply and divide by 10 and 100; Conversion of units Data: Discrete and continuous data Measures: Perimeter		Geometry: Properties of shape; Symmetry Decimal numbers and money: Calculating with decimals; Money; Problem solving with numbers to 2-decimal places Fractions: Add and subtract fractions with the same denominator; Finding fractions of quantities; Fractions in the context of measure; Equivalent fractions, ordering and comparing Multiplication and division: Multiply numbers using the formal written method		Time: Read, write calculate and convert time on analogue and digital 12- and 24-hour clocks Statistics: Interpret and present continuous and discrete data; Solve problems incorporating measures Numerals: Roman Numerals to 100 and zero; Negative numbers – Counting through zero and calculating in context Geometry: Angles; Properties of triangles; Coordinates in the first quadrant and translations; Position and direction, incorporating angles and plotting points of a shape Multiplication and division: Review Measures: Area Fractions: Review Application and Problem Solving: Developing operation sense	
 Science	States of matter	Sound	Animals, including humans	Electricity	Living things and their habitats	Animals, including humans
Living things and their habitats						
 Computing	Unit 4.1 Coding Unit 4.2 Online safety Unit 4.3 Spreadsheets		Unit 4.4 Writing for different audiences Unit 4.5 Logo Unit 4.6 Animation		Unit 4.7 Hardware Investigators Unit 4.8 Making music	
 History	Anglo Saxons and Scots British History: Invaders and Settlers		Viking and Anglo-Saxon struggle for England to the time of Edward the Confessor British History: Invaders and Settlers		Ancient Greece World history / early civilization	
 Geography	Mexico Locational and place knowledge Map Work Skills		Rainforests Place knowledge Map work skills Fieldwork		Trade Human and physical features Map work skills	
 Art	Drawing Repeating pattern tile Link to animals/habitats Artist: Escher		Printing - different techniques including screen printing History – Anglo-Saxons Artist: Period illuminated letter designs		Painting History - Greek gods and monsters Artist: Ancient artefacts	
 DT	Food – Mexican food Fajitas and fruit		Textiles – Rainforest		Electrical systems – Game boards	
 PE	Tennis Dance Gymnastics		Boccia Tag Rugby Handball Cricket		Golf Dance Athletics	
 RE	What holds community discover? Is there a God and what difference does it make to believe in God?		Why do people worship? Why do some people go on pilgrimage?		Why are sacred texts and holy books most important? What is a worldview? How is this the same / different from the religions we have studied?	
 Music	Learn and perform a technically demanding song Read music on a staff-G/A/B with a mixture of crochets, quavers and minims Tech music and computer sounds		Read crochets, quavers, semi-quavers, minims and rests Compose rhythms in 4 beat patterns Rehearse and perform pieces using a combination of glockenspiels and untuned percussion		Write music in ABA form in pairs Write down free composition using graphic scores or musical staff Compose music in a specific style	
 PSHE	Being Me In My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
 French	Playtime	My Home	My Town	Describing People	The Body	Sport