Bishop William Ward Curriculum Map: Year 4**

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Title	The Dark Ages – Really?		Road Trip USA – Where would you go?		The Golden Age of Islam –Why?	Famous Faces
English	Over the course of Y.4 the children will focus on the following skills through the genres set out below: • Developing skills for planning their writing • Develop their understanding of paragraphs and using them to organize their writing and allow it to flow • Composing and rehearsing sentences orally (including dialogue), progressively building a varied and rich vocabulary and an increasing range of sentence structures • Evaluating and editing their writing, as well proof reading it for errors • Expanding on their understanding of punctuation, in particular, commas and speech punctuation • Developing their skills and confidence in reading, through a wide range of genres and text types • Developing their understanding and interpretation of the texts they read.					
	Genres 1:1 Legends –Beowulf	Genres 1:2 List Poems & Kennings Instructions	Genres 2:1 Chronological reports (historical recount): *Henry Freedom Box Brown* Free verse: *image poems*	Genres 2:2 Persuasive writing	Genres 3:1 Performance Poetry Multicultural tales – 1001 Arabian Nights	Genres 3:2 Biographies
Mathematics	Finding pairs with a total of 100; adding to the next multiple of 100 and subtracting to the previous multiple of 100; subtract by counting up to find a difference; adding several numbers Read, write 4-digit numbers and know what each digit represents; compare 4-digit numbers using < and > and place on a number line; add 2-digit numbers mentally; subtract 2-digit and 3-digit numbers Learn × and ÷ facts for the 6 and 9 times-table and identify patterns; multiply multiples of 10 by single-digit numbers; multiply 2-digit numbers by single-digit numbers (the grid method); find fractions of amounts Tell and write the time to the minute on analogue and digital clocks; calculate time intervals; measure in metres, rganizatio and rganizatio; convert lengths between units; record using decimal notation Add two 3-digit numbers using column addition; subtract a 3-digit number from a 3-digit number using an expanded column method (decomposing only in one column)	Double 3-digit numbers and halve even 3-digit numbers; revise unit fractions; identify equivalent fractions; reduce a fraction to its simplest form; count in fractions (each fraction in its simplest form) Look at place value in decimals and the relationship between tenths and decimals; add two 4-digit numbers; practise written and mental addition methods; use vertical addition to investigate patterns Convert multiples of 100 g into kilograms; convert multiples of 100 ml into litres; read scales to the nearest 100 ml; estimate capacities; draw bar charts, record and interpret information Round 4-digit numbers to the nearest: 10, 100 and 1000; subtract 3-digit numbers using the expanded written version and the counting up mental strategy and decide which to use Use the grid method to multiply 3-digit by single-digit numbers and introduce the vertical algorithm; begin to estimate products; divide numbers (up to 2 digits) by single-digit numbers with no remainder, then with a remainder	Place 4-digit numbers on landmarked lines; 0–10 000 and 1000–2000; round 4-digit numbers to the nearest 10, 100 and 1000; mentally add and subtract to/from 4-digit and 3-digit numbers using place-value; count on and back in multiples of 10, 100 and 1000; count in multiples of 25 and 50; add and subtract multiples of 10 and 100 to/from 4-digit numbers Use expanded written subtraction and compact written subtraction to subtract pairs of 3-digit numbers (one 'exchange'); use expanded column subtraction and compact column subtraction to subtract pairs of 3-digit and 2-digit numbers from 3-digit numbers (one 'carry'); learn the 7 times-table and 'tricky' facts; use the vertical algorithm to multiply 3-digit numbers by 1-digit numbers Use mental multiplication and division strategies; find non-unit fractions of 2-digit and 3-digit numbers; find equivalent fractions and use them to simplify fractions (halves, thirds, quarters) Recognise and compare acute, right and obtuse angles; draw lines of a given length; identify perpendicular and parallel lines; recognise and draw line symmetry in shapes; sort 2D shapes according to their properties; draw shapes with given properties; draw the other half of symmetrical shapes Understand how to divide 2-digit and 3-digit numbers by 1-digit numbers using place value and mental strategies; divide numbers by 1-digit numbers to give answers between 10 and 25, with remainders; identify factor pairs and use these to solve multiplications and divisions with larger numbers; use Frog to find complements to multiples of 1000; use Frog to find change from £10, £20 and £50	Recognise, use, compare and order decimal numbers; understand place value in decimal numbers; recognise that decimals are tenths; round decimals numbers to the nearest whole number; divide 2-digit numbers by 10 to get decimal numbers; multiply decimal numbers by 10 to get 2-digit numbers; divide 3-digit multiples of ten by 100 to get decimal numbers; multiply decimal numbers by 100 to get 3-digit multiples of ten; add four digit numbers using written method with answers greater than 10 000 Add amounts of money using written methods and mentally using place value and number facts; choose to add using the appropriate strategy: mental or written; subtract, choosing appropriate mental strategies: counting up or taking away (using counting back, place value or number facts); solve subtractions using a suitable written method (column subtraction) Tell the time on a 24 hour clock, using am and pm correctly; convert pm times to 24 hour clock and vice versa; use 24 hour clock in calculating intervals of time; measure and calculate perimeters of rectilinear shapes where each side is labelled in cm and m; find missing lengths in rectilinear composite shapes; find the perimeters of rectilinear shapes with some lengths not marked; convert from one unit of length to another; solve word problems involving lengths including those involving perimeters Understand place value in 4-digit numbers; partition 4-digit numbers; solve subtraction of 4-digit numbers using column subtraction (decomposition); choose an appropriate method to solve subtractions, either mental or written, and either column or counting up (Frog) Use the vertical algorithm to multiply 3-digit numbers by 1-digit numbers; explore patterns; use mental strategies and tables facts to divide 2-digit and 3-digit numbers by 1-digit numbers to give answers between 10 and 35, without remainders; solve word problems	Read, write and compare 4-digit numbers and place on a line; find 1000 more or less than any given number; read, write and compare 5-digit numbers; recognise what each digit represents in a 5-digit number; read, use and compare negative numbers in the context of temperature Multiply and divide numbers by 10 and 100 including decimals (tenths and hundredths); read and write decimals (to 1 and 2 places), understanding that these represent parts (tenths and hundredths) of numbers; mark 1- and 2- place decimals on a line; count in tenths (0.1s) and hundredths (00.1s); multiply numbers with up to 2 decimal places by 10 and 100, and divide numbers by 10 and 100; say the number one tenth and one hundredth more or less than a given number; round decimal numbers to the nearest whole number Learn 11 and 12× tables; develop and use effective mental multiplication strategies; use a vertical written method to multiply 3-digit numbers by 1-digit numbers; use rounding to estimate answers; use a written method to multiply 3-digit numbers, including amounts of money by 1-digit numbers; multiply 2-digit and 3-digit numbers by 1-digit numbers; understand how division 'undoes' multiplication and vice versa; divide above the tables facts using multiples of 10 Recognise and write Roman numerals to 100; begin to know the history of our number system including 0; calculate area and perimeter of rectilinear shapes using multiplication and addition, or counting; recognise, name and classify 2D shapes; sort 2D shapes according to properties including types of quadrilaterals and triangles; revise 3D shapes, consider 2D-shaped sides on 3D shapes, and sort shapes Understand, read and write 2-place decimals; compare 2-place decimals in the context of lengths; add and subtract 0·1 and 0·01 and say a number one-tenth (0·1) or one-hundredth (0·01) more or less than a given number; revise equivalent fractions; write fractions with different denominators with a total of 1; recognise decimal and fraction equivalent	Add two 2-digit numbers or a 2-digit number to a 3- or 4-digit number mentally; subtract 2-, 3- and 4-digit numbers using counting up; derive factors of 2-digit numbers and use factors and doubling to solve multiplication mentally; solve integer scaling problems using mental strategies and spot a relationship between products; solve correspondence problems, using a systematic approach and calculate using mental multiplication strategies Solve written addition of two 4-digit numbers; add amounts of money (pounds and pence) using column addition; solve 4-digit minus 4-digit and 4-digit minute 3-digit subtractions using written column method (decomposition) and check subtraction with addition; solve word problems choosing an appropriate method Use coordinates to draw polygons; find the coordinates of shapes after translation; draw and interpret bar charts and pictograms; draw line graphs and understand that intermediate points have meaning Use the vertical algorithm (ladder) to multiply 3-digit numbers by 1-digit numbers; find non-unit fraction of amounts, using 'chunking'; add fractions with like denominators, including totals greater than 1; divide by 10 and 100 (to give answers with 1 and 2 decimal places) Multiply 2-digit numbers by 11 and 12; look for patterns and write rules; multiply 2-digit numbers by numbers between 10 and 20 using the grid method; begin to use the grid method to multiply pairs of 2-digit numbers; use mental strategies and tables facts to divide 2-digit and 3-digit numbers by 1-digit numbers to give answers between 20 and 50, with and without remainders; find non-unit fractions of amounts

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Science	**Working Scientifically:**
	During Years 3 and 4, pupils should be taught to use the following practical scientific methods, processes and skills through the teaching of the programme of study content:

- asking relevant questions and using different types of scientific enquiries to answer them
- setting up simple practical enquiries, comparative and fair tests
- making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers
- gathering, recording, classifying and presenting data in a variety of ways to help in answering questions
- recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables
- reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions
- identifying differences, similarities or changes related to simple scientific ideas and processes.
- using straightforward scientific evidence to answer questions or to support their findings.

All living things	**Sound**	**Electricity**	**States of matter**	**Animals, including humans**
Children will learn about what it means to be alive and explore the different ways in which living things can be grouped. They will learn about a range of habitats and investigate habitats in the local area, to gain an understanding of the creatures that live there. They will also explore how habitats can change over time	Children will learn how sounds are made and how we in turn hear them. Children will explore the patterns between the object that is used to create the sound, the pitch that is created and the force used to create a desired volume.	Children will explore how electricity is a vital resource around the home and learn about insulators and conductors. They will learn to design and create simple series circuits, gaining an understanding of the role of the switch and using the correct terminology and symbols. They will learn how to troubleshoot whether a simple circuit will light a lamp or not.	Children will gain an understanding of the three states of mater and learn to group materials according to them. They will explore how materials can change state after heat is either added or removed and link this to the water cycle.	Children will learn about the digestive system and its importance, linking this with learning about the different teeth in humans and their function. They will explore a variety of food chain and begin to understand and use the terminology involved.

Computing	**To code (Purple Mash)** Children will use specified screen controls to change the appearance of objects, create and edit sounds, as well explore a range of different functions. **To communicate (Flipcams, Movie Maker, photoshop within word)** Children will learn to use some of the advanced features of applications and devices in order to communicate ideas for a specific effect.		**To communicate (Publisher – leaflets)** Children will explore the different features of publisher, as well as applying what they have learnt in the previous unit, in order to create a leaflet for a specific audience. **To collect (Excel)** Children will use Excel to input and present data both within tables and various graphs.		**To communicate (Publisher/Word)** Children will use a combination of Publisher and Word, as part of a group project, exploring and using a range of features within the program. **To connect (DB Primary, Purple Mash, Blogging)** Children will learn to contribute to blogs that are moderated by teachers, explore the term 'copywrite' and gain an understanding of how to stay safe online. • Understand how online services work.

RE	Creation	Christian Symbols Incarnation	Parables of Jesus – The Good Samaritan	Judaism: Passover Salvation	Pentecost: God's transforming power Islam: The Mosque & Prayer	Circle of the Christian Year

History	History this term will be focusing on the Anglo-Saxons and their invasion of Roman occupied Britian, as well as other invaders such as the Scots and moving into the Viking invasion of England. Children will be investigating what life was like in Anglo-Saxon/Viking times through a variety of sources and first hand experiences. They will be expected to draw conclusions and learn to back these up with the evidence that they have found out.			History this term will be focusing on the Early Islamic Empire. They will be investigating who they were, how they came to have an empire and why it was known as The Golden Age. They will focus particularly on the city of Baghdad and draw on their learning in the autumn term to compare this with Anglo Saxon Britain of the same period in time.

Geography		The children will investigate the country of The USA and identify its main geographical features both physical and human. They will locate the country of The USA both within the continent and on the world map, comparing it to where they live in the UK. They will do an indepth study of one area of The USA	They will use atlases to locate the main countries in the Middle East today and compare these with the Islamic Empire.

Art			**Drawing** The children will learn to use different hardnesses of pencils to show line, tone and texture. They will annotate sketches to explain and elaborate ideas. In addition they will learn to use shading to show light and shadow and hatching and cross hatching to show tone and texture.

D&T	**Construction** In DT they will be choosing suitable techniques to construct products. They will learn to strengthen materials using suitable techniques. **Food** In this unit the children will be taught how to prepare and cook a predominantly savoury dishes using a range of cooking techniques. They will learn to understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.	**Textiles** The children will learn to create an object that needs a seam allowance. They will work on attaching appropriate decorations using back stitch and running stitch.	

Music	Roman River Music Festival – Singing composition and Performance		Children will learn the recorder, expanding on the knowledge that they have already gained and developing a further understanding of musical notation.		**The children will work on composing** creating repeated patterns with a range of instruments. **They will c**reate accompaniments for tunes. **and u**se digital technologies to compose pieces of music.	

PE	**Football** **Dance**	**Golf** **Gymnastics**	**Swimming** **Dodgeball**	**Swimming** **Dance**	**Gymnastics** **Circuit Training**	**Athletics** **Kwik cricket**
PSHE	Me and My Feelings, Me and My Relationships,	Me and Keeping Safe,	Me and Making a Positive Contribution,	Me and Growing and Changing,	Me and Medicines and Drugs	, Me and My Healthy Lifestyle,

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