

Year: 4

Curriculum Overview 2021-2022

Term: Spring

	Spring 1: Overview Title: Can I hear the creepy sounds of our invaders?					Spring 2: Overview Title: Our Bodies					
Class novel The Spiderwick Chronicles	Week 1	Week 2	Week 3	Week 4	Week 5	Week 1	Week 2	Week 3	Week 4	Week 5	
English Book	The Spiderwick Chronicles							FARThER			
English – Genres	Imaginary worlds.							Narrative			
English – Knowledge & Skills	In this unit, the children explore fantasy fiction. They read the eBook, asking questions and developing understanding of inference. They use drama to explore characters and suspense. They develop editing and proof-reading skills. They plan, edit and write a new episode of the fantasy story they have studied.							This three-week sequence begins by introducing the concept of dreams and how important they are in our lives. It continues by exploring the text through a range of activities that include explicit grammar teaching, opportunities for shorter written outcomes and book talk. Children create a story-map of the key events from the book to write a sequel, they write an explanation text to describe their own flying machine Children finish by writing a longer story about an adventure sequel to the text.			
Science – Unit	States of matter.	Sound				Animals including humans.					
Science - Knowledge & Skills	Water Cycle, evaporation and condensation	<ul style="list-style-type: none"> 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. 				<ul style="list-style-type: none"> To understand how a food chain works To know some examples of food chains To understand and interpret a food web To know the terminology of food chains and food webs To understand the structure of a tooth Types of teeth Looking after your teeth 					
History – Unit	Anglo Saxons and Vikings										
History- Knowledge & Skills	<ul style="list-style-type: none"> Describe the reasons for the attack on the Holy Island of Lindisfarne in 793 by people referred to today as ‘the Vikings’; Describe why ‘Vikings’ is not, in fact, the correct name for these people and explain who the attackers really were; Empathise with the likely feelings of the people of the Kingdom of Northumbria and the judgments they might have made as news of the attack spread; Identify and describe the design features of a longship and explain why it was an ideal vessel for Viking raiding parties along the coast of Britain; Interpret a range of source evidence to explain why most Viking Norsemen travelled to Britain in Anglo-Saxon times and justify their judgment; Identify and describe the distribution of those areas of Britain settled by Viking Norsemen; Compare and contrast the homes of Viking Norsemen with those of Anglo-Saxons and suggest reasons for the similarities and differences observed. 										
Geography - Unit								Beyond the Magic Kingdom.			

Geography Knowledge & Skills		<ul style="list-style-type: none"> Identify, describe and explain the function and attraction of theme parks around the world and in particular the Magic Kingdom in Florida; Identify, locate, compare and contrast the constituent states of the United States of America and recognise and describe key geographical features of one state other than Florida;
ICT – Unit	Computer Science: Coding with Scratch/ Vex VR <ul style="list-style-type: none"> Pupils to learn how to code simple games using Scratch. To code the Vex VR Rover to complete its missions. 	Computer Science: Lego WeDo <ul style="list-style-type: none"> Pupils to make Lego models and control their movements by entering coding on the computer.
ICT - Knowledge & Skills	Pupils create and debug programs. They can: <ul style="list-style-type: none"> use sequence and repetition. refine algorithms to improve efficiency control or simulate a moving buggy Pupils begin to explore and notice the similarities and differences between programming languages and use this knowledge to help them create and debug programs efficiently.	Pupils create and debug programs. They can: <ul style="list-style-type: none"> follow instructions to build a model use sequence and repetition. refine algorithms to improve efficiency troubleshoot errors in their coding develop and create their own sequence of coding.
RE – Unit	Religion: Judaism How important is it for Jewish people to do what God asks them to do?	Religion: Christianity Is forgiveness always possible for Christians?
RE - Knowledge & Skills	<ul style="list-style-type: none"> Do religious people lead better lives? Is religion the most important influence and inspiration in everyone’s life? (Believing/Behaving) Understand how celebrating Passover and keeping Kashrut (food laws) help Jews show God they value their special relationship. 	<ul style="list-style-type: none"> To understand the term ‘forgiveness’ To know a Christian believes in forgiveness To know how Jesus showed forgiveness
PHSE – Unit	Dreams and Goals	Healthy Me
PHSE - Knowledge & Skills	<ul style="list-style-type: none"> I can tell you about some of my hopes and Dreams I understand that sometimes hopes and dreams do not come true and that this can hurt I know that reflecting on positive and happy experiences can help me to counteract disappointment I know how to make a new plan and set new goals even if I have been disappointed I know how to work out the steps to take to achieve a goal, and can do this successfully as part of a group I can identify the contributions made by myself and others to the group’s achievement 	<ul style="list-style-type: none"> I can recognise how different friendship groups are formed, how I fit into them and the friends I value the most I can recognise the changing dynamics between people in different groups, see who takes on which role, e.g. leader, follower, and understand the roles I take on in different situations I understand the facts about smoking and its effects on health, and also some of the reasons some people start to smoke I understand the facts about alcohol and its effects on health, particularly the liver, and also some of the reasons some people drink alcohol I can recognise when people are putting me under pressure and can explain ways to resist this when I want I know myself well enough to have a clear picture of what I believe is right and wrong
ART- Unit	Leonardo da Vinci	Exploring Artists
ART - Knowledge & Skills	<ul style="list-style-type: none"> To understand who Leonardo da Vinci was and what he was famous for during the Renaissance. To explore Leonardo da Vinci’s portrait paintings and drawings. To explore Leonardo da Vinci’s use of perspective and composition in his religious paintings. To explore and understand how to use Leonardo da Vinci’s drawing techniques. To explore inventions designed by Leonardo da Vinci. 	<ul style="list-style-type: none"> To explore the 3D sculpture of Brendon Jameson To explore close up oil paintings of Georgia O’Keeffe

	<ul style="list-style-type: none"> To explain how Leonardo da Vinci's ideas influenced other artists and scholars during the Renaissance and modern day. 			
DT- Unit				Moving Monsters
DT - Knowledge & Skills				<ul style="list-style-type: none"> To investigate a variety of familiar objects that use air to make them work. To investigate techniques for making simple pneumatic systems To be able to gather ideas for creating moving monsters. To be able to design a monster including a moving pneumatic system. To be able to make a monster with a moving pneumatic part. To be able to evaluate a finished product.
PE- Unit	Dance			Basketball
PE - Knowledge & Skills	<ul style="list-style-type: none"> To copy and create actions in response to an idea and adapt this using changes of space To choose actions which relate to the theme To use dynamics, spacing and timing to represent a state of matter To remember and repeat actions and create dance ideas in response to a stimulus To use action and reaction when creating ideas with a partner To use choreographing ideas to change actions are performed 			<ul style="list-style-type: none"> perform dribbling skills with accuracy, confidence and control perform passing skills with accuracy, confidence and control develop a broader range of techniques for attacking and defending. apply skills learnt (dribbling, passing, attacking and defending) to game situations
Maths – Unit	Number Multiplication and Division	Measurement Area	Fractions	Decimals
Maths - Knowledge & Skills	<ul style="list-style-type: none"> Recall and use multiplication and division facts for multiplication tables up to 12×12. 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, integer scaling problems and harder correspondence problems such as n objects are connected to m objects. 	Find the area of rectilinear shapes by counting squares.	<ul style="list-style-type: none"> 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. Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number. Add and subtract fractions with the same denominator. 	<ul style="list-style-type: none"> Recognise and write decimal equivalents of any number of tenths or hundredths. Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths Solve simple measure and money problems involving fractions and decimals to two decimal places. Convert between different units of measure [for example, kilometre to metre]
Further Learning and Cultural	Author visit- Emotional Resilience Mental Health Awareness week -PSHE		World Book Week activities- English High Ashurst 23 rd - 25 th Outdoor Learning activities- PSHE	

Capital Experiences		Visit from Church Leader- RE Surrey Wildlife visitor- Science Wellbeing Activity Day- PSHE Partnership with Florida Elementary school- Topic
----------------------------	--	---