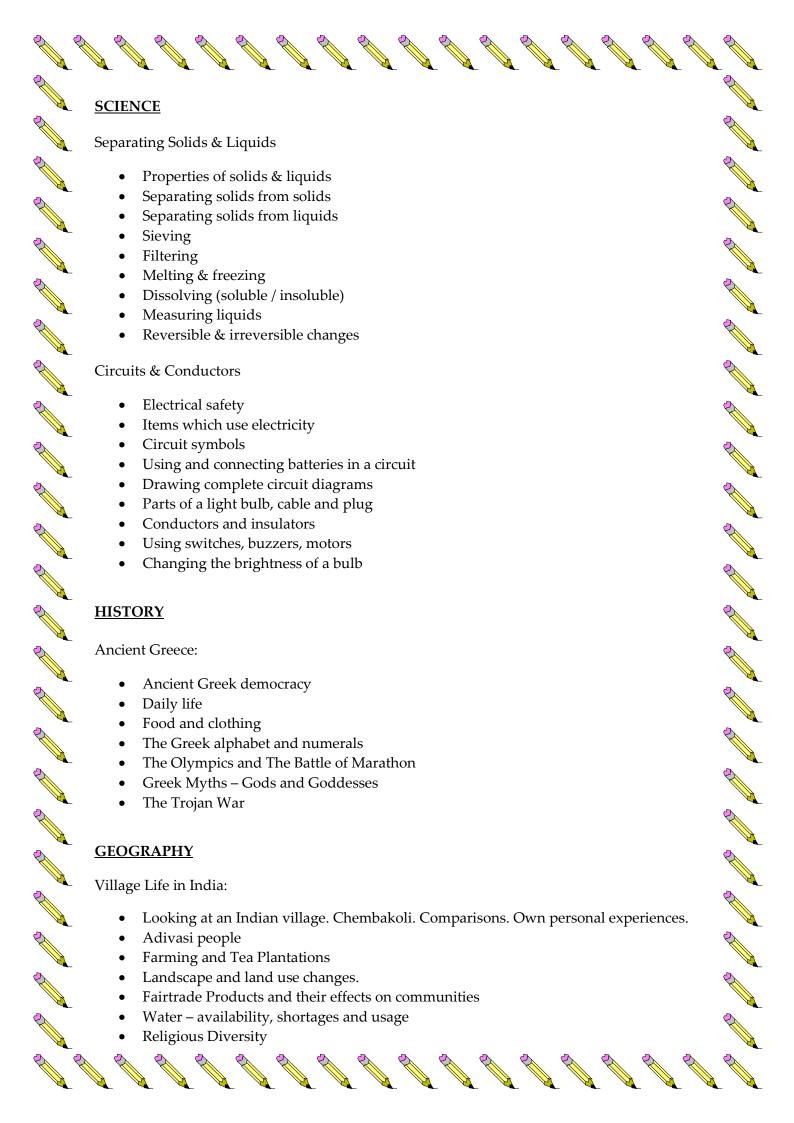
Year 4 Curriculum Overview Spring Term 1 & 2 **ENGLISH** Text work: Fantasy settings with a focus on how imaginary words are created by authors and how settings influence story lines. Writing own stories set in fantasy worlds and building on use of descriptive detail. Testing of literacy skills - teacher assessment. Classic and modern poetry with a focus on figurative language. Literature: Class book "The Snow Queen". Focusing on descriptive language and fantasy setting. Grammar: Revision of adjectives. Choosing and comparing adjectives. Comparative and superlative adjectives. Spelling: Suffixes, gender words, dictionary usage. Text work: Fantasy settings with a continuation on focusing on how settings influence stories. Information books on a similar theme with a focus on research skills. Classic poetry with a focus on archaic language. Writing own poems based on memories or personal experiences. Literature: Class book "The Snow Queen". Further work descriptive language and fantasy setting. Grammar: Revision of adjectives. Choosing and comparing adjectives. Comparative and superlative adjectives. Apostrophe usage. Significance of word order in sentences. Spelling: Common endings 'ight', gender words, dictionary usage.

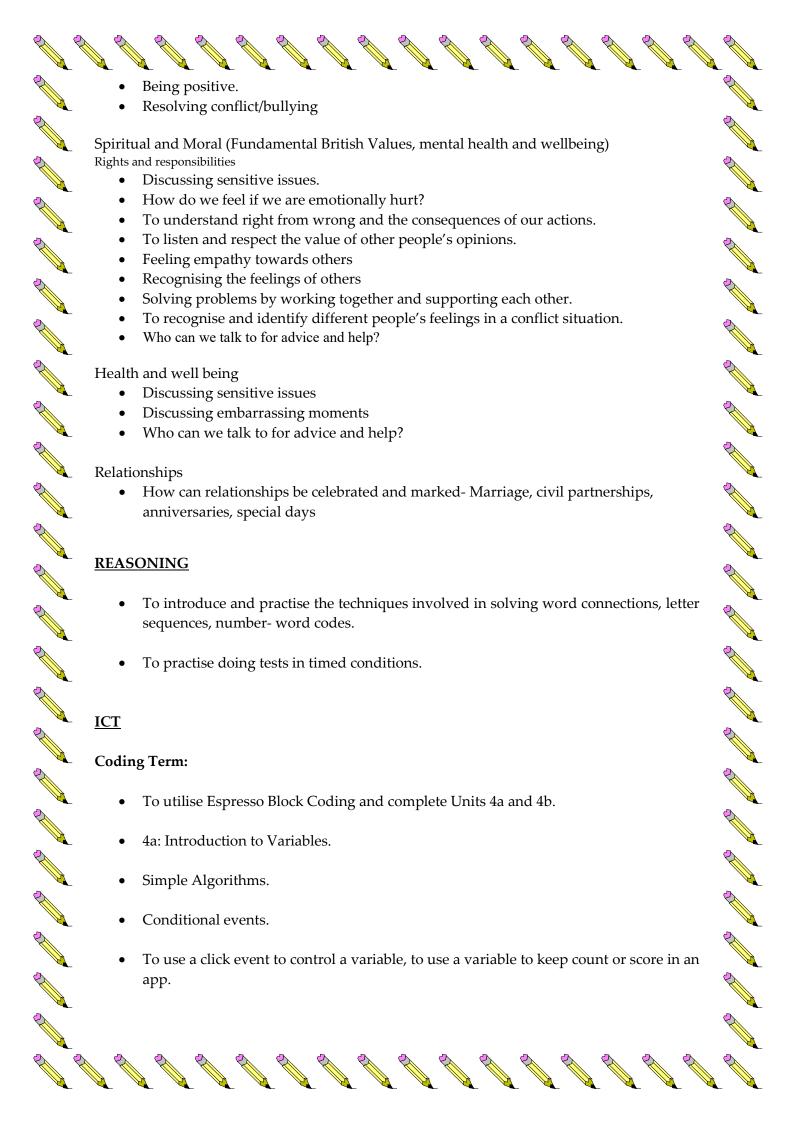
MATHS Number sequences to millions. Place value, ordering and rounding. Using a Calculator. Multiplication by 10 and 100 – mental strategies. All and a second Dividing by 2, 10, 100 and 1000. Equivalent fractions, improper fractions and mixed numbers. Decimals and tenths. Using data handling processes. 2D shape properties. All a Length and converting units of measure. Area. Perimeter (including composite shapes). STATE OF THE PARTY Doubles and near doubles. Ratio and Proportion. Place value: comparing and ordering. STATE OF THE PARTY Number names and ordinal numbers. Doubling, halving, multiplication and division. Fraction of a set or quantity. 2D shape: line symmetry. Reading and writing times and durations. Short multiplication. World of Maths.



LATIN Introduction to Latin, Romans in Britain and 'Minimus', our Latin textbook. Latin roots of English words. • Chapter 1: 'Meet the Family'. Masculine and feminine nouns; endings of verb 'to be' in the present tense; Learn to say 'Happy birthday'; Greek myth Perseus and Medusa • Chapter 2: 'Food, glorious food'. Latin adjectives and agreement with nouns; names of up to 11 animals in Latin; a dinner for the Governor; some commands in Latin; Greek myth of Icarus and Daedalus. Chapter 3: 'Work, work, work'. Meaning of some verbs in the infinitive and how they change depending on who is doing the action; conjugated verbs in the first-person singular: 'I'; Greek myth Pandora's box. Chapter 4: 'The best days of your life'. A school day in a Roman household and Latin vocabulary relating to education; advantages and disadvantages of home education; Greek myth Echo and Narcissus. Chapter 5: 'Romans and Britons'. Life in Britain before the roman invasion; conjugated verbs in the plural 'we'; adverbs. Recognising different word groups; nouns, adjectives and infinitives; consolidate knowledge STATE OF THE PARTY of Roman numerals. <u>RE</u> Jesus makes Enemies. Jesus enters Jerusalem. Cleansing of Temple. Last Supper. The Crucifixion. Resurrection & Road to Damascus Two stories of the Sea. Feeding of the 5000 Unforgiving Servant. The Prodigal Son. The Good Shepherd

In Gymnastics, the children will focus on improving the quality of their movement, for example, by holding balances for longer, planning their movements and remembering to maintain body tension. • They will plan and perform sequences of different actions and link these actions together smoothly and with increased independence. They will start to coordinate their movements with a partner and work in synchronisation. In Indoor Athletics the children will learn: Different throwing techniques to help improve accuracy and distance. Techniques to run at different speeds and for varying distances. • Different jumping techniques and how to coordinate running and jumping activities. **GAMES** • They have increased opportunities to take part in Inter House or competitive fixtures. Boys: To reinforce how to dribble and pass a hockey ball. To practise how to pass a hockey ball accurately. • To practise how to attack and defend effectively. • To reinforce the basic rules of tag rugby and be able to follow them in a game. To practise passing backwards, running with the ball and playing as a team. To practise and improve upon their evasion skills when running with the ball. Girls: To explore different genres of gymnastics and dance, such as Cheerleading. To collaborate in a variety of ways with a partner and start to choreograph routines. To begin to develop simple football and unihoc skills such as passing, dribbling and shooting. To gain an understanding of the rules of football and unihoc and respect for officials. **MUSIC** Continue Carnival of the Animals. Note values + dotted notes/rests. Graphic score composition. Orchestra formation. Instruments of the orchestra/how sounds are made. Music Technology.

Concert songs. **DRAMA** The focus will be on clarity and expression when speaking aloud. Children also learn about imaginative mime and character movement. Relevant topics are explored through verse and drama. Children are encouraged to share solo pieces with the rest of the class. The focus later in the term is the Spring Concert. • There is an opportunity for every child to contribute. The aim is thoughtful characterization, good speech and the contrast of stillness and movement in performance. ART, CRAFT, DESIGN & TECHNOLOGY Artist of the term: Hundertwasser Study of an everyday object: Still life drawing of shoes • Making a sculpture from an old shoe Painting it in the style of Hundertwasser Seasonal work: Mother's Day card Easter card Visit to the National Gallery. **PSHE** Safety on the Internet: Revisit Rules to follow. Communicating appropriately. Living in the Real World (Fundamental British Values) Mutual respect and tolerance. To respect other cultures and beliefs. Healthy relationships. Valuing each other and our differences.



To utilise an 'of hit' event with a function box, to control movement of objects with keyboard. To use variables to make calculations. To design a game/app using variable to calculate score. 4b: Repetition and Loops. To use a loop to make a counter with a variable, to make a stopwatch app that can be used to time events, to reset using a timer. To make two space-based animations using loops. Use of free code to design own app. Print Screening – capturing data.