

Year 4 Curriculum Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	<p><u>Dragons</u></p> <p>Non-chronological reports: - The Snow Dragon</p> <p>Recounts: - First News newspapers</p>	<p><u>Dragons</u></p> <p>Poetry: - Tell Me A Dragon</p> <p>Narrative: - How To Train Your Dragon - The Snow Dragon - The Egg</p>	<p><u>The Water Horse</u></p> <p>Narrative: - The Water Horse - Robinson Crusoe Classic Starts</p> <p>Persuasive texts: - No Such Thing as Nessie - Nessie: the Most Famous Tale of Monster Mayhem Ever - The Unsolved Mystery of the Loch Ness Monster</p>	<p><u>Aliens</u></p> <p>Narrative: - Bob and the disappearing moon - Coyote and the sky: How the Sun, Moon and stars met</p> <p>Poetry: - Space Poems - I lived on the Moon (Lit shed)</p> <p>Recounts: - Tuesday - Letters from an alien schoolboy</p>	<p><u>Whales</u></p> <p>Non-chronological reports: - Big Blue Whales</p> <p>Recounts: - <i>This morning I met a whale</i></p> <p>Persuasive texts: - <i>Dear Greenpeace</i> - <i>Whales and dolphins</i> - <i>Blue whale</i> - Under the sea</p>	<p><u>Robots</u></p> <p>Narrative: - The Iron Man</p> <p>Explanation texts: Wallace and Gromit - Until I met Dudley</p>
Mathematics	<p>Mental strategies Problem Solving Number – Place value</p>	<p>Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division</p>	<p>Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division, Fractions (inc decimals) Measurement</p>	<p>Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division, Fractions (inc decimals) Measurement Geometry – properties of shape, position & direction</p>	<p>Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division, Fractions (inc decimals) Measurement Geometry – properties of shape, position & direction Statistics</p>	<p>Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division, Fractions (inc decimals) Measurement Geometry – properties of shape, position & direction Statistics</p>

Science	Living Things	Animals Including Humans	Electricity	Sound	States of Matter	Animals Including Humans
ICT	Digital Citizenship & Technology (DL) Heroes (CS, IT) Back to the Future (CS)		Cars (CS) Hurray for Hollywood (DL)		Interface Designer (CS) Final score (DL)	
History	<u>Stone Age</u> Changes in Britain from the Stone Age to the Iron Age. Mesolithic hunter-gatherers. Neolithic settlement at Skara Brae.				<u>Vikings</u> Beliefs and weapons of the Viking warriors, Viking farm settlements. Viking traders	
Geography			<u>Rainforests</u> Locate vegetation belts around the world. Identify the position and significance of latitude, longitude, Equator. Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.		<u>Vikings</u> Locate the some of the world's countries using maps - focus on Europe, particularly Scandinavia.	
Art	<u>Stone Age</u> Use sketch books to develop ideas Cave paintings				<u>Vikings</u> Foil Runes Tiles	
DT	<u>Stone Age</u> Design and build a stone age shelter		<u>Rainforests</u> Maps made from salt dough to show rainforests, mountains and valleys in relief (3D) and be labelled		<u>Vikings</u> Plan and design a long-ship	
RE	Following 'Come and See' scheme – Liverpool Archdiocese					
PE	Ball Games	Gymnastics	Invasion Games	Dance Swimming	Athletic Activities	Striking and Fielding
Music	<u>Rainforests</u> Compose and perform a piece of music to create the rainforest environment.					
Modern Foreign Language	French – following Mrs G Buckley SOW					