

Townsend Primary School - Year 4 Curriculum Map

KS2	Autumn(1)	Autumn (2)	Spring (1)	Spring (2)	Summer (1)	Summer (2)
English	Arctic Explorers (non-fiction writing – letter/diary/recount).	The Iron Man (Non-fiction-instructional leaflet/newspaper report).	Zoos (persuasive writing).	Romulus and Remus (myths and legends/direct address).	Krindlekrax (narrative writing).	Leon and Bob (narrative including dilemmas) Or Voices in the Park.
Maths	Number (Number and place value) Number (Decimals and place value) Number (Addition and Subtraction) Geometry (Properties of Shape (2D) and Angles) Number (Multiplication) Number (Division)	Number (Fractions) Measurement (Time 3 days) (Money 2 days) Measurement (Length and Perimeter) Number (Addition and Subtraction) (Mental Methods) Statistics (Data handling) Number (Multiplication and Division) (Mental Methods)	Number (Number and place value) Number (Negative Numbers and Roman Numerals) Number (Addition and Subtraction) Geometry (Properties of Shape (2D) 3 days) (Position and Direction 2 days) Number (Multiplication) Number (Division)	Number (Fractions) (including decimals) Measurement (Time) Measurement (Perimeter and Area) Number (Addition and Subtraction) (Mental Methods) Measurement (Mass and Capacity)	Number (Number and place value) Number (Decimals (and place value) Number (Addition and Subtraction) Number (Multiplication and Division (mental methods) Number (Multiplication) Number (Division)	Number (Fractions) Measurement (Time & Money) (Data Handling 2 days) Measurement (Perimeter and Area) Geometry (Properties of Shape) Geometry/ Statistics Position and Direction/ Data Handling Measurement (Length, Mass and Capacity)
Science	Sound <i>Scientific skill: using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions</i>	States of Matter <i>Scientific skill: reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions</i>	Electricity <i>Scientific skill: setting up simple practical enquiries, comparative and fair tests</i>	Living things and their habitats <i>Scientific skill: identifying differences, similarities or changes related to simple scientific ideas and processes and using straightforward scientific evidence to answer questions or to support their findings.</i>	Animals including humans (humans) <i>Scientific skill: asking relevant questions and using different types of scientific enquiries to answer them</i>	Animals including humans (animals) <i>Scientific skill: asking relevant questions and using different types of scientific enquiries to answer them</i>
Art & Design	At the Pantomime		Can we change places?		Warhol and the Pop Art Movement	
DT		Board game for younger children		Smoothies		Design and make torches/ Circuits
Geography	Our European Neighbours		Village Settlers		Earning a Living	
History		Early Civilisations		Anglo- Saxons, Picts and Scots		The Kingdom of Benin
Cross Curr ICT	Digital Research (Geography) Use Nat Geog Map Maker to explore and annotate maps of Europe, find capital cities, flags etc	Digital Publication (History) Use Purple Mash Bronze Age and Iron Age Writing Projects to create publications for print and display	Digital Publication (Science) Take digital photos of circuits and create PowerPoint to share findings of Electricity Science Experiments	Digital Research (History) http://www.primaryhomeworkhelp.co.uk/saxon/placenames.htm and Google Maps to find places in UK with Anglo Saxon Place Names	Digital Media (Art) Use https://pixlr.com/express/ to create Warhol style repeating patterns from own digital photos	Data Handling (maths) Use PM 2Graph to create digital graphs and tables as part of Maths Data Handling lessons
Computing	Using Technology Safely <ul style="list-style-type: none"> Communicating Online Personal Information Staying Safe/Getting Help 	Coding and Programming <ul style="list-style-type: none"> Algorithms and Decomposition Programming on screen Sequence, Repetition, Selection De-bugging 	Computer Games <ul style="list-style-type: none"> Playing and analysing games Creating computer games Identifying/correcting errors Problem solving/improvement 	Real World Technology <ul style="list-style-type: none"> Networks and the Internet Real world control systems Impact of tech on society Robots and sensors 	Coding and Programming <ul style="list-style-type: none"> Algorithms and Decomposition Programming on screen Sequence, Repetition, Selection De-bugging 	Using Technology Safely <ul style="list-style-type: none"> Social Networking Being Responsible Reporting Concerns
Languages	Spanish – All Aboard	Spanish – Pocket money	Spanish – Tell me a story	Spanish – Our sporting lives	Spanish – Brown bear	Spanish – What’s the weather like?
Music	No Music		Southwark Music Service - Recorders		No Music	
PE	Football	Gymnastics /Dance	Problem solving	Tennis	Athletics	Cricket
	REAL PE (Unit 1)	REAL PE (Unit 2)	Swimming	Swimming	REAL PE (Unit 3)	REAL PE (Unit 4)
PHSE	PATHS Programme – Getting Started and Feelings and Relationships		PATHS Programme		PATHS Programme	
RE	How and why do Hindus worship at home and in the Mandir?	Why is the bible a special book?	Why is Easter important to Christians?	What happens when someone gets married?	What religions and world views are represented in our neighbourhood?	What makes me the person I am?