

## Highfield Year 4 Curriculum Map



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>English</b>	Biographies, Sea Poetry, letter, Creative Story, diary and newspaper		Myths and legends, Instructions, Newspaper Reports, Recount		Reports and Explanations, Allotment Diary Narrative Writing, Persuasive, Letters	
<b>Educational visits/ speakers</b>	Robin Hood's Bay Gurdwara visit		Murton Park – Invaders and Settlers		Health/sports/environmentalist people/parents to talk to classes	
<b>Science</b>	Rocks Observing, describing, sorting, classifying rock types and properties; investigating hardness of rocks, explaining how fossils are formed. Allotment Observing Autumnal changes	Electricity Investigating circuits, conductors and insulators, making switches Allotment changes in winter	Allotment Composting Spring changes	Sound Investigating vibrations, pitch and volume Allotment germination and growing.	All living things and their habitats Rainforest animals, grouping animals, sorting and classifying, food chains, Allotment Summer changes, tending the allotment	Animals including humans Teeth and digestive system, understanding structure and function Allotment Harvesting crops
<b>Computing</b>	Publisher RHB cover page, combine text and graphics, layout	Scratch Slug Trail Coding and debugging Logo Instructions and control	Dazzle –Roman mosaics Word Processing	Word Processing Inserting and adjusting pictures, apply style to a new document linked to topic Resizing digital images linked to Murton Park	Web research including copy and paste	Scratch Crab Maze Coding and debugging
<b>Online Safety</b>	Rings of responsibility- Making decisions	Private and personal information- who can you share your information with?	The Power of Words- Cyberbullying	The Key to Keywords – what is reliable?	Whose is it anyway? Plagerism	
<b>History</b>			Invaders and Settlers Romans Anglo Saxons and Vikings Cause and consequence, research enquiry			

			evidence, continuity and change, similarity and difference, significance.			
<b>Geography</b>	Robin Hood's Bay – direction work, points of compass, coastline features, village, city, town, fieldwork, processes and human and physical characteristics			Caring for the Environment, Pollution, Recycling and Conservation Issues Map Work, Orienteering in the school grounds/basic map skills Interpreting sources of geographical information, physical and human characteristics, interpreting and communicating geographical information.		
<b>Art</b>	Cottages and Star Fish: collage, paintings, pastels, drawing, charcoal, printing, textiles Christmas cards and crafts		Roman Mosaics (Computing), People collage, Anglo-Saxon illuminated letters, clay Viking pot, Mother's Day cards		Rainforest and Exotic Animals Drawing in pastels, painting patterns, looking at the work of Okuda San Miguel	
<b>DT</b>		Starfish (sewing) Baking Christmas spicy biscuits	Wooden Siege Machines		Potato salad including food from the allotment Packaging	
<b>RE</b>	Sikhism, Divali and visit Gurdwara Gurus, 5Ks, Gurdwara		Inspirational People Heroes, Mother Teresa, Helen Keller, Louis Braille, Ghandi, Thomas Barnardo		Non-religious approaches to life Humanism British Values, Humanists	
<b>PSHE</b>	Mindmate – feelings and emotions	Playing Safe – online gaming	Democracy- parliament and elections	Alcohol – facts and safe use	Borrowing and earning money – budgeting and spending	Physical Health- water safety, food choices, road safety, healthy lifestyle
<b>PE</b>	Co-ordination- floor movement patterns Balance Swimming (Class A)	Dynamic balance to agility Rolling and jumping Swimming (Class A)	Aerobics Swimming (Class B)	Aerobics Co-ordination with equipment Invasion Games Swimming (Class B)	Agility reaction/response Intensive swimming	Agility-ball chasing Athletics Intensive swimming
<b>French</b>	Face and body parts	Animals and snow	family	Sounds pets Easter	Hobbies	Numbers and weather
<b>Music</b>	Storm at sea composition Robin Hood's Bay Concert		Invaders and Settlers music		Composition – Sounds of the Rainforest	
<b>Mathematics</b>	<ul style="list-style-type: none"> <li>Count in multiples of 6, 7, 9, 25 and 1000</li> <li>Find 1000</li> <li>Count backwards through zero to include negative numbers</li> <li>Recognise place value to four-digits</li> </ul>					

- Order/compare numbers beyond 1000
- Identify, represent and estimate numbers
- Round any number to nearest 10, 100 or 1000
- Solve larger number and practical problems\*\*
- Read Roman numerals to 100 and the changing of the system to include zero
- Add and subtract with up to four digits using formal written methods (column) where appropriate
- Estimate an answer and use inverse operations to check answers
- Solve two-step addition and subtraction problems in contexts, deciding methods/operations to use and why
- Recall multiplication and division facts for times tables up to 12 x 12
- Use place value and known facts to multiply and divide mentally including; multiply by 0 and 1, divide by 0 and 1, multiply 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 a formal written layout
- Solve problems including the distributive law to multiply two-digit numbers by one-digit, integer scaling problems and correspondence problems (n objects related to m objects)
- 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 100 and dividing tenths by 10
- Solve problems involving harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions and whole-number answers
- Add and subtract fractions with the same denominator
- Recognise and write decimal equivalents for tenths and hundredths
- Recognise and write decimal equivalents for  $\frac{1}{4}$ ,  $\frac{1}{2}$ ,  $\frac{3}{4}$
- Find the effect of dividing a one or two-digit number by 10 or 100 and their value
- Round decimals with one decimal place to the nearest whole number
- Compare decimals up to two decimal places
- Solve simple measure and money problems involving fractions and decimals to two decimal places
- Convert between different units of measure
- Measure and calculate the perimeter of rectilinear figures in cm and m
- Find the area of rectilinear figures by counting squares
- Estimate, compare and calculate different measures, including money in £ and p
- Read, write and convert time between analogue and digital 12- and 24-hour clocks
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days
- Compare and classify geometric shapes including quadrilaterals and triangles, based on their properties and sizes
- Identify acute and obtuse angles and compare and order angles up to two right angles by size
- Identify lines of symmetry in 2-D shapes presented in different orientations
- Complete a simple symmetric figure with respect to a specific line of symmetry
- Describe positions on a 2-D grid as coordinates in the first quadrant

	<ul style="list-style-type: none"> <li>Describe movements between positions as translations of a given unit to the left/right and up/down</li> <li>Plot specified points and draw sides to complete a given polygon</li> <li>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</li> <li>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</li> </ul>		
<b>End of Topic Piece</b>	Robin Hood's Bay Concert	Siege Machines	Rainforest in the Classroom with musical composition