

# Year 4 Curriculum Map

Subject		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reading	Reading	<p>Humans</p> 	<p>The Ever-Changing Earth</p> 	<p>Zombierella</p> 	<p>Viking Voygers</p> 	<p>Norse Myths</p> 	<p>Skygazing</p> 
	Links	<p>Science - Living Things and Their Habitats, Animals including Humans</p>	<p>PSHE</p>	<p>Science – States of Matter Writing – Shackleton's Journey</p>	<p>Theme – Vikings and Anglo-Saxons</p>	<p>Theme – Vikings and Anglo-Saxons</p>	<p>Science - Living Things and Their Habitats, Animals including Humans Theme - Migration</p>
Writing	Writing	<p>Escape From Pompeii</p> 	<p>Winter's Child</p> 	<p>Shackleton's Journey</p> 	<p>Odd and the Frost Giants</p> 	<p>Varmints</p> 	<p>Weslandia</p> 
	Links	<p>Theme – Roman Empire &amp; Anglo-Saxons, Scots and Vikings</p>	<p>Science – States of Matter</p>	<p>Y4 – Science – States of Matter, Living Things and Their Habitats, Animals including Humans</p>	<p>Theme – Vikings and Anglo-Saxons</p>	<p>Theme – Vikings Theme – Migration Science - Living Things and Their Habitats, Animals including Humans</p>	<p>Science - Living Things and Their Habitats, Animals including Humans Theme - Migration</p>

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Maths	<b>Maths</b>	Fractions (Y3) Number & Place Value (up to 10,000) Addition & Subtraction within 10,000	Multiplication & Division Roman Numerals (cross-curricular History)	Further Multiplication & Division Statistics – Graphs Fractions	Measurement – Time Geometry – Position and Direction (cross-curricular Computing)	Decimals Measurement – Money Measurement – Mass, Volume & Length Measurement – Area of Figures	Geometry – Properties of Shape
	<i>Links</i>	<i>Building on learning from previous Year Groups</i>					
Science	<b>Science</b>	States of Matter	Electricity	Sound	Living Things & their Habitats	Animals including Humans	Scientists & Inventors Lewis Howard Latimer Thomas Edison
	<i>Links</i>	<i>Science - Year 2 Living Things &amp; their Habitats Writing – Winter's child, Escape From Pompeii</i>	<i>Science - Year 1, 2 &amp; 3 – Animals Including Humans</i>	<i>Science- Year 1 Everyday Materials, Year 2 Uses of Everyday Materials Year 3-Rocks</i>	<i>Writing – Varmints, Weslandia. Shackleton's Journey</i>	<i>Writing – Varmints, Weslandia, Shackleton's Journey</i>	<i>Science - Electricity</i>
Theme	<b>History and Geography</b>	Roman Empire		Anglo-Saxons, Scots and Vikings		Migration  Building Locational Knowledge: Hemispheres and Tropics	
	<i>Links</i>	<i>Theme – Year 1 - Our Local Area</i>		<i>Science – Year 1 - Seasons  Theme – Year 2 – Our Wonderful World</i>		<i>Theme – Year 2 – Our Local Area  Theme – Year 3 – Stone Age to Iron Age Theme: Roman Empire; Migration</i>	
RE	<b>RE</b>	Should every Christian go on a pilgrimage?	What can we learn from wisdom?  Is peace the most important message at Christmas?	What does it mean to be a Hindu in Britain today?	What would Jesus do?  How does Holy Communion build a Christian community?	Why should Hindus live a good life?	How does faith guide people to try and make the world a fairer place?

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	<i>Links</i>	<i>Pilgrimage Unit in KS1</i>	<i>R.E – Year 1 – Why is it good to listen to and remember the stories Jesus told?</i>  <i>R.E – Year 2 - What are God's rules for living?</i>	<i>RE – Year 1 and Year 2 Other major world faiths</i>	<i>R.E – Year 3 - What do the miracles of Jesus teach?</i>  <i>Easter people, who is the most important person in the Easter story?</i>	<i>RE – Year 4 What does it mean to be a Hindu in Britain today?</i>	<i>RE – Year 3 What kind of world does God want?</i>
Art and Design	<b>Art and Design</b>	<b>Keith Haring Lorraine O'Grady (Art Is...)</b>		<b>L.S. Lowry</b>		<b>Bridget Riley</b>	
	<i>Links</i>						
Design and Technology	<b>Design and Technology</b>						
	<i>Links</i>						
Computing	<b>Computing</b>	<b>Code.org Course D</b>	<b>Code.org Course D</b>	<b>Code.org Course D</b>	<b>Code.org Course D</b>	<b>Code.org Course D</b>	<b>Code.org Course D</b>
	<i>Links</i>	<i>Computing - Year 3 - Code.org Course C</i>	<i>Computing - Year 3 - Code.org Course C</i>	<i>Computing - Year 3 - Code.org Course C</i>	<i>Computing - Year 3 - Code.org Course C</i>	<i>Computing - Year 3 - Code.org Course C</i>	<i>Computing - Year 3 - Code.org Course C</i>
PE	<b>PE</b>	Personal  Footwork One Leg Balance	Social  Jumping and Landing Seated Balance	Cognitive  Dynamic Balance Ball Skills	Creative  Sending and Receiving Counter Balance	Physical  Reaction / Response Floor Work	Fitness  Ball Chasing Stance
	<i>Links</i>	<i>PE - Year 2 - Netball</i>	<i>Building on skills taught in Year 3</i>	<i>Building on skills taught in Year 3</i>	<i>Building on skills taught in Year 3</i>	<i>Building on skills taught in Year 3</i>	<i>Building on skills taught in Year 3</i>
PS	<b>PSHE</b>	<b>Being Me in My World</b>	<b>Celebrating Difference</b>	<b>Dreams and Goals</b>	<b>Healthy Me</b>	<b>Relationships</b>	<b>Changing Me</b>

