

Curriculum Overview for Content for Year 4 – Tomb Raider

English

Adventure Stories

Recounts
Introduce formal writing (3 weeks)
Poems (2weeks)

Reading
 Secure decoding of unfamiliar words
 Read for a range of purposes
 Retell some stories orally
 Discuss words and phrases that capture the imagination
 Identify themes and conventions
 Retrieve and record information
 Make inferences and justify predictions
 Recognise a variety of forms of poetry
 Identify and summarise ideas

Writing

Correctly spell common homophones
 Increase regularity of handwriting
 Plan writing based on familiar forms
 Organise writing into paragraphs
 Use simple organisational devices
 Proof read for spelling and punctuation errors
 Evaluate own and others writing
 Read own writing aloud

Speaking and listening

Articulate and justify opinions
 Speak audibly in standard English
 Gain, maintain and monitor interest of listeners

Grammar

Use wider range of conjunctions
 Use perfect tense appropriately
 Select pronouns and nouns for clarity
 Use and punctuate direct speech
 Use commas after fronted adverbials

Art & Design

Use sketch books to collect, record and evaluate ideas
 Improve mastery of techniques, such as drawing, painting, and sculpture with varied materials.
 Learn about great artists, architects and designers.

Mark making of Tutankhamen – HB pencil
 3D making of death masks

Computing

E safety

Recognise social networking sites and social networking features built into other things (such as online games and hand held games consoles).

Programming –

Using Logo –Explore the basic primitive commands (Logo detective sheet).Understand and use variable. Start to debug computer programs. Recognise the importance of user interface. Design, including consideration of input and output. (7 Weeks).
 Using Scratch-Design and make an on-screen prototype of computer-controlled toy. Understand different forms of input and output (such as sensors, switches, motors, lights and speakers).Design, write and debug the control and monitoring program for their toy.

Geography

Geographic Skills and Fieldwork

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studies.

Use the eight points of a compass, four figure grid references, symbols and key (including the use of ordinance survey maps) to build their knowledge of the UK and the wider world.)

Mathematics

Number / Calculation

Know all tables to 12 x 12
 Secure place value to 1000
 Use negative whole numbers
 Round numbers to nearest ten, hundred or one thousand
 Use Roman numerals to 100 (C)
 Column addition & subtraction up to 4 digits
 Multiply and divide mentally
 Use standard short multiplication

Geometry and Measures

Compare 2D shapes, including quadrilaterals and triangles.
 Find areas by counting squares.
 Calculate rectangle perimeters
 Estimate and calculate measures
 Identify acute, obtuse and right angles
 Identify symmetry
 Use first quadrant coordinates
 Introduce simple translations

Fractions and Decimals

Recognise tenths and hundredths
 Identify equivalent fractions
 Add and subtract fractions with common denominators
 Recognise common equivalents
 Round decimals to whole numbers
 Solve money problems

Data

Use bar charts, pictograms and line graphs

Design & Technology

Electrical Mechanical - To make an electrical alarm system for an Egyptian pyramid.

- To develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- To build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- To critique, evaluate and test their ideas and products and the work of others

Modern Languages

Number recap 0-20
 Numbers 11-31
 Colour recap
 Pets
 Body parts
 Christmas

Listen & engage
 Ask and answer questions
 Speak in sentences using familiar vocabulary
 Develop appropriate pronunciation
 Show understanding of words and phrases
 Appreciate stories, songs, poems and rhymes.
 Broaden vocabulary.

Music

Poetry and Composition

Looking at music notation.
 Building an extended performance piece from a poem
 Using canon and ostinato as accompaniments
 Paying attention to notation, accent, diminuendo and balance
 Using beat box techniques to imitate the sound of a drum kit
 Performing a rap with a vocal beatbox accompaniment
 Performing a poem with rhythmic accuracy
 Devising a rhythmic accompaniment based on repeated text fragments.
 Balancing voices in a performance
 Exploring how different timbers can be descriptive
 Exploring combinations of different timbers to accompany a song
 Learning how to accompany a song with drone and ostinato on tuned percussion
 Exploring the descriptive music of two major composers
 Composing an introduction for a song.

Science

Electricity: simple circuits & conductors

Asking relevant questions and using different types of scientific enquiries to answer them
 Setting up simple practical enquiries comparative and fair test
 Making systematic and careful observations and where appropriate taking accurate measurements using a range of equipment including thermometers and data loggers
 Gathering, recording, classifying and presenting data in a variety of ways to help in answering questions.
 Recording findings using simple scientific language, drawing labelled diagrams, keys, bar charts and tables.
 Reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.
 Identifying differences, similarities or changes related to simple scientific ideas and processes.
 Using straight forward scientific evidence to answer questions to support their findings.
 Using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions.

History

Study of Ancient Egypt

Chronological understanding
 Historical enquiry
 Historical interpretation
 Organisation and communication
 Knowledge and understanding of past events people and change

To have a chronological understanding of Ancient Egypt.
 To know how to use dates and vocabulary relating to passing of time including ancient and modern, BC, AD, century and decade.
 To know what a pharaoh was and the power he held.
 To know about the hierarchical ruling system of Ancient Egypt.
 To understand the importance of the gods in Ancient Egypt understand that the Ancient Egyptians worshipped a range of different gods for a range of reasons.
 To understand the importance of the pyramids in Egyptian society.
 To know the process involved in building a pyramid.
 To know what was involved in preparing the dead for the afterlife (embalming)
 To know why the Ancient Egyptians placed their dead and possessions in tombs.
 To understand the importance of the afterlife in Ancient Egypt. To gain a broad understanding of what life in Ancient Egypt would be like including food, entertainment, health, homes, buildings, clothing, etc.

Physical Education

Dance
 Rugby

Use running, jumping, catching and throwing in isolation and in combination
 Play competitive games, modified as appropriate
 Develop co-ordination and control
 Compare performances to achieve personal best

Religious Education

Aspects of Islam

Use religious vocabulary to explain some of the ways in which Muslims describe God.
 Aspects of the life and teaching of Muhammad.
 Identify and explain symbolic objects.
 Ask thoughtful and questions and suggest some responses.
 Identify actions/rituals which show how sacred holy books are to religious believers.
 Explain the meanings of stories and texts that teach about principles for living in Islam and reflect whether their message is still true today.
 Identify the qualities admired in heroes/role models.

