




Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key Texts	<p>Core Text(s): Beasts of Olympus (volume 1 Beast keeper) by Lucy Coats</p> <p>Non-Fiction: Horrible Histories Spartan Non-chronological report</p> <p>Poem: Pegasus – Elanor Farjeon</p>	<p>Core Text(s): Stormbreaker by Anthony Horowitz</p> <p>Non-Fiction: Persuasive advert – Super Spy Phone (Grammarsaurus)</p> <p>Poem: Sound Collector – Roger McGough</p>	<p>Core Text(s): Harry Potter by J K Rowling</p> <p>Non-Fiction: History/ science articles about the Philosophers stone</p> <p>Poem: Witches’ Chant – William Shakespeare</p>	<p>Core Text(s): Varjak Paw by S F Said</p> <p>Non-Fiction: multiple national geographic for children’s articles on wild cats and Russian blues</p> <p>Poem: Macavity: The Mystery Cat - T.S.Eliot</p>	<p>Core Text(s): A Roman Story by Leila Rasheed</p> <p>Non-Fiction: Newspaper Report – Boudicca Battles Back! (Grammarsaurus)</p> <p>Poem: The Caractacus Chariot Company – Mike Johnson</p>	<p>Core Text(s): The Wind in the Willows - Kenneth Grahame</p> <p>Non-Fiction: Non-Chronological report – Rives (Grammarsaurus)</p> <p>Poem: Making the Countryside – June Crebbin</p>
Topic	Historical enquiry skills or geographical skills and fieldwork to be included in all units across the year.					
History and Geography	<p>History Ancient Greece and the influence of Ancient Greece on the Western World.</p>	<p>Geography Building Geographical skills – map work and compass directions</p>		<p>Geography Place Knowledge - Mediterranean Destination Greece and its Climate</p>	<p>History The Roman Empire and its impact upon Britain</p>	<p>Geography Rivers Geographical knowledge of physical features of rivers. Location knowledge major rivers in the United Kingdom and the world. Link knowledge to previous topics – history London/Thames. Egyptians Giza/Nile</p>
Science	Working scientifically to be included in all units across the year.					
	<p>Electricity Create a simple circuit, recognise conductors and insulators.</p>	<p>Living things and their habitats Classification of living things</p>	<p>Animals including humans Digestive system. Identify types of teeth Understanding food chains</p>	<p>Living things and their habitats Classification of living things</p>	<p>Sound Vibrations, pitch, volume and travel</p>	<p>States of Matter Solids, liquids and gases. Changing state and the water cycle.</p>
RE	<p>Creation/Fall What do Christians learn from the creation story?</p>	<p>Incarnation/God What is the Trinity? (digging deeper)</p>	<p>What can we learn from a Gurdwara?</p>	<p>How do Christians remember Jesus’ Last Supper?</p>	<p>Kingdom of God What kind of world did Jesus want?</p>	<p>People of God What is it like to follow god?</p>
PSHE/RSE	<p>Computer Safety</p>	<p>Feelings and Emotions</p>	<p>Keeping/Staying Healthy</p>	<p>Keeping/Staying Safe</p>	<p>Being Responsible and Growing and Changing</p>	<p>The Working World and a World Without Judgement</p>
PE	<p>Netball Developing competencies in key skills and principles such as defending, attacking, throwing, catching and shooting.</p> <p>Fitness Take part in a range of fitness challenges testing and record scores. Learn about different components of fitness; speed, stamina, strength, coordination, balance and agility.</p> <p>Swimming Introduction to specific swimming strokes on their front and on their back.</p>	<p>Football Developing competencies in key skills and principles such as defending, attacking, sending, receiving and dribbling a ball.</p> <p>Dance Creating characters and narrative through movement and gesture. Gain inspiration from a range of stimuli, working individually, in pairs and small groups.</p>	<p>Gymnastics Create more complex sequences. Learn a wider range of travelling actions and include the use of pathways.</p> <p>OAA Develop problem solving skills through a range of challenges. Work as a pair and small group to plan, solve, reflect and improve on strategies..</p>	<p>Tag Rugby Learn to keep possession of the ball using attacking skills. Think about how to use skills, strategies and tactics to outwit the opposition.</p> <p>Yoga Learn about mindfulness and body awareness. They learn yoga poses and techniques that will help them to connect their mind and body.</p>	<p>Athletics Develop basic running, jumping and throwing techniques. Challenges for distance and time that involve using different styles and combinations of running, jumping and throwing.</p> <p>Handball Learning key skills such as throwing, catching, dribbling, shooting and principles of defending and attacking. Use their attacking skills to maintain possession in game situations.</p>	<p>Rounders Score points by striking a ball into space and running around cones or bases. When fielding, learn how to play in different fielding roles.</p> <p>Tennis Develop the key skills required for tennis such as the ready position, racket control and forehand and backhand ground strokes. Pupils learn how to score points and how to use skills, strategies and tactics to outwit the opposition.</p>

Music	Mama Mia Style: ABBA	Glockenspiel Stage 2 Style: Learning basic instrumental skills by playing tunes in varying styles	Stop! Style: Grime, Classical, Bhangra, Tango, Latin Fusion	Lean On Me Style: Gospel	Blackbird Style:	Reflect, Rewind and Replay Style: Western Classical Music and your choice from Year 4
Art and DT	Across the year – use of sketch book to explore media and develop ideas.					
	Electrical Systems Make a light up sign Design and create a light up sign. (Science link) Inventor: Alexander Graham Bell and the telephone.	Structures Greenhouses	Sketching with perspective Understanding perspective and urban landscapes. Artist link – LS Lowry 	Food Technology Create a pizza	Mosaic A 3D mosaic tile using some recycled materials in the style of Antoni Gaudí. 	Sketching and charcoal A still life scene using close observation and the medium of charcoal with a focus on light and shadow. 
Computing	Creating Music Listen to a variety of popular dance music styles, analysing key elements that distinguish one genre from another. Apply findings to create a short composition in their chosen genre. Elements such as dynamics and pitch will be explored and applied to the compositions. The concept of the 'Audio Spectrum' will be introduced and begin to use stereo panning and level controls to improve their music's balance and texture.	Programming Creating programs to solve real world problems. Building upon their knowledge of 'Blockly' from level 1 apply logical reasoning and computational thinking to create games, control solutions and other problems mimicking real application of programming. Introduction to written programming languages and learn basic syntax.	Office Designing and creating their own social media platform. Use more advanced functions in Word to plan their ideas before finally collating them into a Keynote ready to be presented to their peers.	Video Editing Basic and advanced editing techniques and video effects to produce a music video. Edit, cut and splice footage supplied in order to create a final video. Utilise search functions within the app iMovie to sift through stock videos and choose appropriate clips to match the audio.	Publishing Fundamentals of photography and editing before moving on to the uses for their photography. Design and produce a magazine around a chosen theme Look at different ways of publishing their magazine in our digital age.	Blast Off Research, plan and present a mission to Mars. Using research, design and simulation apps, decide what the mission will be and see if it would be successful. Explore areas of physics such as forces and space as well as utilising apps to research information and present data
MFL	Rigolo 1 Unit 7 – Encore! Revisiting learning from Year 3 and using skills in a range of verbal, aural and written tasks.	Rigolo 1 Unit 8 – Quelle heure est il?	Rigolo 1 Unit 9 – Les Fetes	Rigolo 1 Unit 10 – Ou vas-tu?	Rigolo 1 Unit 11 – On mange!	Rigolo 1 Unit 12 – La cirque
Trip Ideas	Think Tank Birmingham	Local Walk - geography	Gurdwara		Wroxeter Roman Villa	