

Annual Curriculum Overview Year 4

Term	Science	Computing	History (4 ELOs)	Geography (3 ELOs)	Art & Design	Music	DT	Languages	PD	PE
Autumn 1	Classify living things - habitats	Programming (Develop a simple educational game)	<ul style="list-style-type: none"> • Early Civilizations achievements and an in-depth study of one of the following: Ancient Egypt; 		Hieroglyphs Creating Cartouches Egyptian necklaces Portraits of Egyptian Gods	Music express Exploring rhythmic patterns	Sculpture - clay model to create a scarab beetle. Create a papier mache death mask	<ul style="list-style-type: none"> • In the chosen modern language: • Speak • Read • Write • Look at the culture of the countries where the language is spoken. 	New Beginnings	Tag Rugby
Autumn 2	Digestive system and teeth	Computational thinking (prototyping an interactive toy)				Music express Exploring arrangements – class orchestra			Christmas Production	Getting on and Falling Out
Spring 1	Food chains	Productivity (presenting the weather)		<ul style="list-style-type: none"> • Describe and understand key aspects of: <ul style="list-style-type: none"> • physical geography, including: climate zones (weather), biomes and vegetation belts, • Locate the world’s countries, with a focus on Europe and countries of particular interest to pupils. • Understand geographical similarities and differences through the study of human and physical geography of a 	(lessons on mixing colours) Creating weather pictures using colour to represent different weathers	Music express Exploring melodies and scales	Make your own weather station Wind power challenge	<ul style="list-style-type: none"> • If an ancient language is chosen, read, translate and explore the culture of the time 	Say no to bullying (1 week) Going for goals	Tennis

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				<p>region or area in a European country (Italy – to link with History topic of Romans)</p> <ul style="list-style-type: none"> • Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. 						
Spring 2	Changes of state The water cycle	Computer networks (editing and writing a html)		<ul style="list-style-type: none"> • Describe and understand key aspects of: <ul style="list-style-type: none"> • physical geography, including: rivers, and the water cycle 	Creating river painting in the style of Monet	Music express Exploring sound colours (Programme music – paints a picture, creates a mood or tells a story)			Good to be me	Athletics
Summer 1	Sound as vibrations	Creativity (producing digital music)	The Roman Empire and its Impact on Britain – school		Mosaics Printing		Making a musical instrument		Relationship	Rounders

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Summer 2	Electricity – simple circuits and conductors	Communication / Collaboration (producing a wiki)	trip – Cranborne Ancient Technology			Samba 10 weeks	Clay – make a piece of Roman pottery		Changes	Tri-Golf
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