Year 4	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Theme / Topic:	The Iron Man	The Vikings	The Legend of Robin Hood	Save the Rainforests	All about me!	Local Study: Hinckley and The Battle of Bosworth
English:	Fiction - The Iron Man: Character descriptions Recounts - letters, newspaper reports and diary entries Author fact files	Fiction and poetry - Beowulf:	Fiction - Robin Hood: • Character description s • Legends • Comic Strips • Poetry • Assessment - TBC	Non-fiction - The Great Kapok Tree:	Non-fiction: TBC • Explanation texts • Balanced arguments • Instructions • Non-chronological reports • Information texts	Non-fiction: • Diary entries • Persuasiv e writing - Adverts • Biographi es • Poetry
Maths:	Place Value Addition and Subtraction	 Addition and subtraction Area Multiplication and division Length and perimeter 	 Multiplication and division Length and perimeter Fractions 	 Fractions Decimals A 	 Decimals B Money Time 	 Shape Statistics Position and direction

Science:	Sound	Electricity	States of matter	Living things and their	Animals including humans	
	Identify how sounds	Identify common	Compare and group	habitat	Describe the parts and	
	are made,	appliances that run	materials together	Recognise that living things	functions of the digestive	
	associating some of	on electricity.	whether they are	can be grouped in a variety	system in humans.	
	them with		solids, liquids or	of ways.		
	something vibrating.	Construct a simple	gases.		Identify the different types	
		series electrical		Explore and use	of teeth in humans and their	
	Recognise that	circuit, identifying	Observe that some	classification keys to help	functions.	
	vibrations from	and naming its basic	materials change	group, identify and name a		
	sounds travel	parts, including	state when they	variety of living things in	Construct and interpret a	
	through a medium	cells, wires, bulbs,	are heated or	their local and wider	variety of food chains,	
	to the ear.	switches and	cooled, and	environment.	identifying producers,	
		buzzers.	measure or		predators and prey.	
	Find patterns		research the	Recognise that		
	between the pitch	Identify whether or	temperature at	environments can change		
	of a sound and	not a lamp will light	which this happens	and that this can		
	features of the	in a simple series	in degrees Celsius.	sometimes pose dangers to		
	object that	circuit, based on		living things.		
	produced it.	whether or not the	Identify the part			
		lamp is part of a	played by			
	Find patterns	complete loop with a	evaporation and			
	between the volume	battery.	condensation in the			
	of a sound and the		water cycle and			
	strength of the	Recognise that a	associate the rate			
	vibrations that	switch opens and	of evaporation with			
	produced it.	closes a circuit and	temperature.			
		associate this with				
	Recognise that	whether or not a				
	sounds get fainter	lamp lights in a				
	as the distance	simple series				
	from the sound	circuit.				
	source increases.					

	Recognise some		
	common conductors		
	and insulators, and associate metals		
	with being good		
	conductors.		

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Computing:	 Online Safety: Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour. Use search technologies effectively, Appreciate how results are selected and ranked and be discerning in evaluating digital content. Understand computer networks. 	Programming - Turtle Logo: Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; Solve problems by decomposing them into smaller parts. Use sequence, selection & repetition, use variables and different forms of input/output. Scratch - Questions & Quizzes: Use sequence, selection, and repetition in programs Work with variables and	Scratch - Questions & Quizzes: Continued • Use sequence, selection, and repetition in programs • Work with variables and various forms of input and output. • Design, write and debug programs that accomplish specific goals.	Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.	Communication & Collaboration: • Use technology safely, respectfully and responsibly. • Recognise acceptable/unaccepta ble behaviour. • Identify a range of ways to report concerns about content and contact. • Understand computer networks including the internet.	Animation: Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.

various forms of input and output. • Design, write and debug programs that accomplish specific goals.		

and Scale Briset Angance Ror With Bri Scale fro Noi (no Anginva set king nan villa Angance Chr con Car	The Vikings: When are where the Vikings of from and why they raided Britain. The resistant by Alfred the Green and Series and signors, and the series and age life glo-Saxon art of culture cristian and disfarne The Vikings of from and why they raided Britain. The resistant by Alfred the Green and Athelston and Athelston and Danegelo and Danegelo and Danegelo and Confesson and his death in 1066				A local history study: Battle of Bosworth King Richard III Battle of Bosworth Industry The importance of the hosiery and knitwear industry in the area Famous People Joseph Hansom designer and inventor of the Hansom Cab.
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Geography			Study of a region: Nottingham Physical features of Nottingham now and in the past Human features of Nottingham now and in the past Compare human and physical features of Nottingham now and in the past	United Kingdom: • Counties and major cities in the UK. • Key physical features in the UK. • Urban and rural area land use. • Prime Meridian	Geographical skills and fieldwork: • Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods • Sketch maps	
RE:	Domestic Church - Family: People Baptism/Confirmati on - Belonging: Called	Baptism/Confirmati on - Belonging: Called Other World Faiths - Judaism Advent/Christmas - Loving: Gift	Local Church- Community: Community Eucharist - Relating: Giving and Receiving	Lent/Easter - Giving: Self Discipline	Pentecost - Serving: New Life Other World Faiths: Islam . Reconciliation - Inter- Relating: Building Bridges	Reconciliation - Inter-Relating: Building Bridges (continued from Pentecost 1) Universal Church - World: God's People

PSHE:	Being Safe: Online Safety Exploring Emotions: Uncomfortable Feelings	Bullying: Bullying Matters	Difference and Diversity: Gender, Stereotyping/Racis m Being Me: Community (2023/24 Lent 1)	Being Responsible: Being Responsible Drug Education: Consequences and Risks	Being Healthy: Mental Health Money Matters: Cost Relationships	Changes: Loss A Journey in Love

PE:	Dance - Val Sabin: Unit 1. To use simple motifs and movement patterns to structure dance phrases. To repeat and remember dance phrases. To structure a dance with a partner.	Dance -Val Sabin: Unit 2 - Electricity. To work in small groups to develop movement. To interpret and comment upon other's work.	Gymnastics - Val Sabin: Unit R- Balance leading into change of front or direction. To move between balances with an awareness of change of front. To create a sequence to show changes to front and direction.	Dance - Val Sabin: Unit 3. To explore and create movement in response to the stimulus of a game. To perform more complex dance phrases.	Athletics - Val Sabin: Unit 1. To develop the ability to use tactics in different situations. To consolidate techniques used for particular activities.	Athletics - Val Sabin: Unit 2. To develop the ability to use tactics and strengths in different situations. To describe how the body reacts to different activities.
	Gymnastics - Val Sabin: Unit P- Balance. • To use different body parts to balance. • To move between balances with control. • To create a sequence of balances.	Games - Val Sabin: Unit - 1 - Net/court/wall games. • To consolidate striking skills. • To vary shots appropriately. • To adapt rules of net games.	Games - Val Sabin: Unit 2 - Problem- solving and inventing games. • To adapt and transfer principles of play and tactics. • To make up rules and modify and change them. • To make collective decisions.	Gymnastics - Val Sabin: Unit S- Rolling. To know how to travel, rock and roll on different parts of the body. Roll and turn in different directions and show different body shapes. Link rolling and balancing in a bridge shape.	Games - Val Sabin: Unit 3- Invasion Games. To develop range and consistency of skills in the games played. To play in small invasion games. To play to the rules.	Games -Val Sabin: Unit 4 - Striking and fielding games. To develop a range of bowling, striking and fielding skills. To experience all roles in small-sided games.

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Design &		Robin Hood Hat:	Insects:	Super Seasonal Cooking -	
Technology		 Develop 	Drawing	Reared,	
:		techniques in	 Draw lines of different 	Caught and	
		textiles	sizes and thickness	Processed:	
		 Join materials 	Colour, my own work,	Select and use a wide	
		using glue and a	neatly following the	range of materials,	
		stitch	lines	construction materials,	
		 Plan, design and 	 Show pattern and 	ingredients and tools to	
		evaluate a	texture by adding dots	perform practical tasks	
		purposeful	and lines	 To know about a healthy 	
		product using a	 Show different tones 	and varied diet	
		design criteria	using coloured pencils	Select ingredients and	
		design of the lu	Collage	plan a meal	
			 Use a combination of 	To understand where food	
			materials that are cut,	comes from and when it is	
			•		
			torn and glued	grown	
			 Sort and arrange materials 		
			Mix materials to create		
			texture.		
			Sculpture		
			 Use rolled up paper, 		
			straws, paper, card as		
			materials		
			 Use techniques such as 		
			rolling, cutting,		
			moulding and carving		
			Planning and design		
			 Plan and design a 		
			purposeful object using		
			a design criteria		

Music:	Ukulele - Unit: My	Ukulele - Unit:	Ukuklele – Unit: I	Ukulele - Unit: I can read	Ukulele - Unit: Improvise and	Ukulele – Unit:
	New Instrument	Sounds Good	Can Read Music	music and improve	Compose	The Big
<u>Ukulele -</u>	 Assemble and 	 Understand and 	 Change 	performance	 Improvise melodic and 	Jamboree:
taught by a	demonstrate	improve quality of	smoothly	 Create and perform 	rhythmic phrases	 Play at
<u>Peripatetic</u>	appropriate care	tone	between chords	own compositions	 Compose own work 	least 3
Music	of the	Play at least 3	 Read a melody 	 Introduction to 		chords in
<u>Teacher</u>	instrument	chords in	on a string	dynamics		sequence
	Develop an	sequence	using TAB			 Read and
	awareness and	Maintain a part in	notation			play music
	understanding	a group piece	 Create own 			notation
	of the key		melody			Maintain a
	elements of		 Improve and 			part in a
	music and its		perform own			group
	related		melody			piece
	vocabulary		·			·
	through playing					
	an instrument					
	and singing					
	 Demonstrate 					
	good posture					
	and hand					
	position					

French	Je Me Presente (Presenting Myself) • To know how to ask how someone is feeling and how to reply in French. • To know how to ask and answer the question 'Comment tu- t'appelles?' (What is your name?) in French. • To know numbers 1-20. • To know how to ask and answer	Au Café (At the Café) To know how to say and write food and drinks found in a French tea room To know how to order food in French. To know how to ask for the bill in French. To know how to pay a bill in	Chez Moi (My Home) To know how to talk about the type of house that I live in and where it is located. To know the names of the rooms in a house.	La Famille (Family) To know the nouns for family members and how they are related to us. To know how to say how many brothers and sisters you have, or if you are an only child. To know how to give the name of family members. To know how to ask how old family members are	En Classe (In the Classroom) To know the French noun for some classroom objects including determiners. To know how to ask and answer "What do you have in your pencil case / rucksack?" To know and apply the 3 possessive adjectives in French 'mon', 'ma', 'mes'. To know how to say what is	Les Habitats (Habitats) • To know how to say what a habitat is, and what plants and animals need. • To know how to give examples of habitats and where they are found. • To know the
	'Comment tu- t'appelles?' (What is your name?) in French. To know numbers 1-20. To know how to	order food in French. To know how to ask for the bill in French. To know how to	located. To know the names of the rooms in a	sisters you have, or if you are an only child. To know how to give the name of family members.	in your pencil case / rucksack?" To know and apply the 3 possessive adjectives in French	To know how to give examples of habitats and where they are found.
	answer the question 'Où habites-tu ?' (Where do you live?) • To know the basics of adjectival agreement in French.					To know the nouns for 5 animals and say what their habitat is.