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: • Setting and character descriptions • Poetry - Kennings and performance poetry • Recipes and instructions • Myths	Fiction - Robin Hood: Character descriptions Legends Comic Strips Journey - Narrative assessment	Non-fiction - The Great Kapok Tree: Information texts Balanced arguments Debates Persuasive writing - letters	Non-fiction: TBC • Explanation texts • Balanced arguments • Instructions • Non-chronological reports • Information texts	Non-fiction: • Diary entries • Persuasive writing - Adverts • Biographies • Poetry
Maths:	Place Value Addition and Subtraction	 Addition and subtraction Area Multiplication and division Length and perimeter 	 Multiplication and division Fractions 	FractionsDecimals	 Decimals B Money Time 	 Shape Statistics Position and direction

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

Computing:	Online Safety:	being good conductors. Programming - Turtle	Scratch - Questions &	Word processing:	Communication &	Animation:
	 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. 	 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. 	 Quizzes: 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.	• Use technology safely, respectfully and responsibly. • Recognise acceptable/un acceptable behaviour. • Identify a range of ways to report concerns about content and contact. • Understand computer networks including the internet.	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.

Scots: Bri set An Scot Rol Fro Scot An inv set kin nar life An and Chi cor	ritain's ritain's ritain's ritain's ritain's ritain's riglo-Saxons and rots roman withdrawal rom Britain rots invasions rom Ireland to roth Britain (now rotland) riglo-Saxon reasions, rtlements and rigdoms: place right ritain's	 When and where the Vikings came from and why they raided Britain. The resistance by Alfred the Great and Athelstan. King Ethelred and Danegeld. Laws and justice Edward the Confessor 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/Confirmation - Belonging: Called	Baptism/Confirmation - 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	Bullying: Bullying Matters	Difference and Diversity: Gender, Stereotyping and	Being Responsible: Being Responsible	Being Healthy: Mental Health	Changes: Loss
	Exploring Emotions: Uncomfortable Feelings		Racism Being Me: Community	Drug Education: Consequences and Risks	Money Matters: Cost	A Journey in Love
					Relationships	

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.

Design &		Robin Hood Hat:	Super Seasonal	Insects:	
Technology		 Develop 	Cooking - Reared,	Drawing	
:		techniques in	Caught and	 Draw lines of 	
		textiles	Processed:	different sizes	
		 Join materials 	 Select and use a 	and thickness	
		using glue and a	wide range of	Colour, my own	
		stitch	materials,	work, neatly	
		 Plan, design and 	construction	following the lines	
		evaluate a	materials,	 Show pattern and 	
		purposeful	ingredients and	texture by adding	
		product using a	tools to perform	dots and lines	
		design criteria	practical tasks	 Show different 	
			To know about a	tones using	
			healthy and varied	coloured pencils	
			diet	Collage	
			 Select ingredients 	Use a combination	
			and plan a meal	of materials that	
			 To understand 	are cut, torn and	
			where food comes	glued	
			from and when it	Sort and arrange	
			is grown	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	
Art:	Fruit and vegetables: Drawing Draw lines of different sizes and thickness Colour, my own work, neatly following the lines Show pattern and texture by adding dots and lines Show different tones using coloured pencils Painting Use thick and thin brushes	Autumn: Drawing Draw lines of different sizes and thickness Colour, my own work, neatly following the lines Show pattern and texture by adding dots and lines Show different tones using coloured pencils Printing Use repeating or overlapping shapes			Great artists, architects and designers: To know about the life and work of famous artists, Leonardo Da Vinci and George Seurat. To know about the life and work of famous architects, Gaudi. To know about famous designers in the past.

	 Mix primary colours to make secondary colours Add white to colours to make tints and black to make tones Sculpture Use clay as a material Use a variety of techniques such as rolling, cutting, moulding and carving 	 Mimic print from the environment Use objects to create prints Press, roll, rub, stamp to make prints 				
Music:	Ukulele - Unit: My	Ukulele - Unit: Sounds	Ukuklele – Unit: I Can	Ukulele - Unit: I can	Ukulele - Unit:	Ukulele - Unit: The
	New Instrument	Good	Read Music	read music and	Improvise and	Big Jamboree:
Ukulele - taught by a Peripatetic Music Teacher	 Assemble and demonstrate appropriate care of the instrument Develop an awareness and understanding of the key elements of music and its related vocabulary through playing an instrument and singing Demonstrate good posture and hand position 	 Understand and improve quality of tone Play at least 3 chords in sequence Maintain a part in a group piece 	 Change smoothly between chords Read a melody on a string using TAB notation Create own melody Improve and perform own melody 	 Create and perform own compositions Introduction to dynamics 	Improvise melodic and rhythmic phrases Compose own work	 Play at least 3 chords in sequence Read and play music notation Maintain a part in a group piece

French	Je Me Presente	Au Café	Chez Moi	Ma Famille	En Classe	Les Habitats
	(Presenting Myself)	(At the Café)	(My Home)	(My Family)	(In the Classroom)	(Habitats)
	 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 tutappelles?' (What is your name?) in French. To know numbers 1-20. To know how to ask and answer the question 'Quel âge as-tu?' (How old are you?). To know how to answer the question 'Où habites-tu?' (Where do you live?) To know the basics of adjectival agreement in French. 	 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 France using French currency. 	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.	 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 and how to answer using the correct masculine/feminin e/plural form. 	 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 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 nouns for 5 plants and say what their habitat is. To know the nouns for 5 animals and say what their habitat is.