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 Recipes and instructions Myths	Fiction - Robin Hood:  Character descriptions  Legends Comic Strips Writing assessment - fiction	Non-fiction - The Great Kapok Tree:  Balanced arguments  Debates Persuasive writing - letters Non- chronological reports	Non-fiction Texts  Explanation texts  Balanced arguments  Instructions  Non-chronological reports  Information texts (leaflets)	Non-fiction:  • Diary entries  • Persuasive writing - Adverts  • Biographies  • Poetry
Maths:	<ul> <li>Place Value</li> <li>Addition and Subtraction</li> </ul>	<ul> <li>Addition and subtraction</li> <li>Area</li> <li>Multiplication and division</li> <li>Length and perimeter</li> </ul>	<ul> <li>Multiplication and division</li> <li>Fractions</li> </ul>	<ul> <li>Fractions</li> <li>Decimals</li> </ul>	<ul> <li>Decimals</li> <li>Money</li> <li>Time</li> </ul>	<ul> <li>Shape</li> <li>Statistics</li> <li>Position and direction</li> </ul>

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	
	some of them with	electricity.	whether they are	things can be grouped	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 and their	
		bulbs, switches and	measure or research	living things in 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:  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.	being good conductors.  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 various forms of input and output.  Design, write and debug programs that accomplish specific goals.	Word processing:  • 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/un acceptable 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.
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History:  The Anglo-Saxons Scots:  Britain's settlement by Anglo-Saxons Scots  Roman withdre from Britain  Scots invasion from Ireland to North Britain Scotland)  Anglo-Saxon invasions, settlements and kingdoms: place names and villed life  Anglo-Saxon and culture  Christian conversion - Canterbury, Icand Lindisfarm	Viking raids and invasion  Resistance by Alfred the Great and Athelstan, first king of England  Further Viking invasions and Danegeld  Anglo-Saxon laws and justice (as taken from National Curriculum)  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	<ul> <li>United Kingdom:</li> <li>Counties and major cities in the UK.</li> <li>Key physical features in the UK</li> <li>Urban and rural area land use</li> <li>Position and significance of the Prime Meridian</li> </ul>	references  Use symbols and keys in 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: Hinduism 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.

<b>N</b> :		Nobin Hondi Liv	Company Construction	Turanta	
Design &		Robin Hood Hat:	Super Seasonal	Insects:	
Technology		<ul> <li>Develop</li> </ul>	Cooking - Reared,	Drawing	
:		techniques in	Caught and	<ul> <li>Draw lines of</li> </ul>	
		textiles	Processed:	different sizes	
		<ul> <li>Join materials</li> </ul>	<ul> <li>Select and use a</li> </ul>	and thickness	
		using glue and a	wide range of	<ul> <li>Colour, my own</li> </ul>	
		stitch	materials,	work, neatly	
		<ul> <li>Plan, design and</li> </ul>	construction	following the lines	
		evaluate a	materials,	<ul> <li>Show pattern and</li> </ul>	
		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	
			is gi siiii	Mix materials to	
				create texture.	
				Sculpture	
				Use rolled up	
				paper, straws,	
				paper, card as materials	
				such as rolling,	
				cutting, moulding	
				and carving	

Art:	Fruit and vegetables:	Autumn:		 Great artists,
	Drawing	Drawing		architects and
	<ul> <li>Draw lines of</li> </ul>	<ul> <li>Draw lines of</li> </ul>		designers:
	different sizes	different sizes		<ul> <li>To know about the</li> </ul>
	and thickness	and thickness		life and work of
	<ul> <li>Colour, my own</li> </ul>	<ul> <li>Colour, my own</li> </ul>		famous artists,
	work, neatly	work, neatly		Leonardo Da Vinci
	following the lines	following the lines		and George
	<ul> <li>Show pattern and</li> </ul>	<ul> <li>Show pattern and</li> </ul>		Seurat.
	texture by adding	texture by adding		<ul> <li>To know about the</li> </ul>
	dots and lines	dots and lines		life and work of
	<ul> <li>Show different</li> </ul>	<ul> <li>Show different</li> </ul>		famous architects,
	tones using	tones using		Gaudi.
	coloured pencils	coloured pencils		<ul> <li>To know about</li> </ul>
	Painting	Printing		famous designers
	<ul> <li>Use thick and thin</li> </ul>	<ul> <li>Use repeating or</li> </ul>		in the past.
	brushes	overlapping shapes		
	Mix primary	Mimic print from		
	colours to make	the environment		
	secondary colours	<ul> <li>Use objects to</li> </ul>		
	<ul> <li>Add white to</li> </ul>	create prints		
	colours to make	<ul> <li>Press, roll, rub,</li> </ul>		
	tints and black to	stamp to make		
	make tones	prints		
	Sculpture			
	Use clay as a			
	material			
	Use a variety of			
	techniques such as			
	rolling, cutting,			
	moulding and			
	carving			

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Music:	Ukulele - Unit: My	Ukulele - Unit: Sounds	Ukuklele – Unit: I Can	Ukulele - Unit: I can	Ukulele – Unit:	Ukulele - Unit: The
1	New Instrument	Good	Read Music	read music and	Improvise and	Big Jamboree:
<u>Ukulele -</u>	Correct posture	Smooth chord	Play 2/3 chords in	improve performance	Compose	Play at least 3
taught by a	while holding the	changes and	a sequence	• Continue to read	Basic	chords in
<u>Peripatetic</u>	instrument	playing 2/3 chords	Play open strings	open strings from	understanding of	sequence
Music	<ul> <li>Correct</li> </ul>	in a sequence	from TAB notation	TAB notation	Pentatonic Scale	<ul> <li>Read and play</li> </ul>
<u>Teacher</u>	positioning of	<ul> <li>Understand the</li> </ul>	Play a melody on 1	Play a melody on 1	<ul> <li>Compose own</li> </ul>	music notation
	hands	concept of fast	string from TAB	string from TAB	melody using	<ul> <li>Maintain a</li> </ul>
	<ul> <li>Correct action for</li> </ul>	and slow	notation	notation	correct rhythms	part in a group
	strumming with	strumming	Play a melody on	<ul> <li>Play a melody on</li> </ul>	such as crotchets,	piece
	freedom	<ul> <li>Understand loud</li> </ul>	more than one	more than one	minims, quavers	
	<ul> <li>Safe storage of</li> </ul>	and quiet	string from TAB	string from TAB	<ul> <li>Understand how</li> </ul>	
	the instrument in	strumming -	notation	notation	to produce	
	class	dynamics	<ul> <li>Compose own</li> </ul>	• Basic	dynamics	
	<ul> <li>Introduction to</li> </ul>	<ul> <li>Importance of</li> </ul>	melody using open	understanding of	Maintain a part in	
	solfege hand signs	finger position and	strings and TAB	Pentatonic Scale	a two parts piece	
	<ul> <li>Understand pulse</li> </ul>	movement to	notation	<ul> <li>Compose own</li> </ul>	<ul> <li>Clap an improvised</li> </ul>	
	and pitch and the	create correct	<ul> <li>Demonstrate</li> </ul>	melody using	rhythm	
	related vocabulary	pitch	correct positioning	correct rhythms	<ul> <li>Play an improvised</li> </ul>	
	through playing	<ul> <li>Play a rhythm on</li> </ul>	of the left and	such as;	rhythm on 1 chord	
	and singing	one chord	right hands and	crotchets, minims,	<ul> <li>Improvise using</li> </ul>	
	<ul> <li>Strum open</li> </ul>	<ul> <li>Play in unison with</li> </ul>	fingers	quavers	different chord	
	strings using	the class	Clap a rhythm	<ul> <li>Understand how</li> </ul>	patterns on a	
	chords C/F/G7/C7		from graphic	to use dynamics	given rhythm	
			notation	Maintain a part in	<ul> <li>Explore sounds on</li> </ul>	
			<ul> <li>Recognise a</li> </ul>	a two part piece	the instrument,	
			semibreve, minim,		e.g. a pitch bend	
			crotchet, quaver			
			and rests			
			Have knowledge of			
			appropriate chord			
			patterns C, F, G7,			
			Dm			

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)
	<ul> <li>To know how to ask how someone is feeling and how to reply in French.</li> <li>To know how to ask and answer the question 'Comment tutiappelles?' (What is your name?) in French.</li> <li>To know numbers 1-20.</li> <li>To know how to ask and answer the question 'Quel âge as-tu?' (How old are you?).</li> <li>To know how to answer the question 'Où habites-tu?' (Where do you live?)</li> <li>To know the basics of adjectival agreement in French.</li> </ul>	<ul> <li>To know how to say and write food and drinks found in a French tea room</li> <li>To know how to order food in French.</li> <li>To know how to ask for the bill in French.</li> <li>To know how to pay a bill in France using French currency.</li> </ul>	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.	<ul> <li>To know the nouns for family members and how they are related to us.</li> <li>To know how to say how many brothers and sisters you have, or if you are an only child.</li> <li>To know how to give the name of family members.</li> <li>To know how to ask how old family members are and how to answer using the correct masculine/feminin e/plural form.</li> </ul>	<ul> <li>To know the French noun for some classroom objects including determiners.</li> <li>To know how to ask and answer "What do you have in your pencil case / rucksack?"</li> <li>To know and apply the 3 possessive adjectives in French 'mon', 'ma', 'mes'.</li> <li>To know how to say what is NOT in my pencil case.</li> </ul>	<ul> <li>To know how to say what a habitat is, and what plants and animals need.</li> <li>To know how to give examples of habitats and where they are found.</li> <li>To know the nouns for 5 plants and say what their habitat is.</li> <li>To know the nouns for 5 animals and say what their habitat is.</li> </ul>