

Year 4 Topic Overview

Topic/Theme	Europe/Who were the Ancient Greeks?		Anglo-Saxons		Ravishing Rivers	
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Hook	Europe hook - pizza making. An insight into Ancient Greece Who were the Ancient Greeks?		Trumpington Cross - finding out about the local area and how important the Anglo-Saxons were.		Rivers day	
Key Literature	A range of Greek Myths (such as Icarus and Daedalus, Perseus and Medusa, Theseus and the Minotaur) The Tale of Troy		Beowulf, Grendel and the Dragon Alex Rider by Anthony Horowitz		The Terrible Thing that Happened to Barnaby Rickett by John Boyne	
First-hand experiences	Greek workshop at school- Class Olympics Fitzwilliam Museum trip		Trip to the Museum of Archaeology and Anthropology		River visit/fieldwork.	
English Reading	Read a wide range of books including myths and re-tell these orally. Discuss words and phrases that capture the reader's interest and imagination. Ask questions to improve our understanding of a text.	Retrieve and record information from non-fiction over a wide range of subjects. Fiction (suspense) Settings Predict what might happen from details stated and implied.	Persuasive leaflets Suspense writing - identify how language, structure and presentation contribute to meaning. Recognise some different forms of poetry - eg free verse, narrative poetry.	Newspaper reports Information texts Poems	Instruction texts Fiction - exploring themes Character description texts	Persuasive letters Retrieving info from non-fiction texts Playscripts

	Retrieve and record information from non-fiction texts.	Inference (character's thoughts and feelings) Explanation texts Identify main ideas drawn from more than one paragraph and summarise these.				
English Writing	Portal Stories Creating an image in the readers' mind. Instructions (based on European recipes)	Myths and legends: Write own myths – characters, story line. Poetry - Haiku and performance poetry.	Persuasive Leaflets - writing leaflets persuading people to visit a country (model text = "Amazing Australia Awaits") Warning Stories - The Caravan	Newspaper Report Write a report about a dragon burning the school playground down . Hook- Dragon in playground clip. Children then research about the Anglo Saxon Trumpington Cross and innovate to write new newspaper reports on this. Playscripts	Information Texts Character descriptions/Story Openings	Diary Entries Explanation Texts To explain a process clearly and logically.
English speaking and listening	Sharing homework tasks and presentations Retell a Greek myth in own words.	Sharing homework tasks and presentations Opportunities to perform playscripts Performance poetry	Sharing homework tasks and presentations	Sharing homework tasks and presentations	Sharing homework tasks and presentations	Opportunities to perform playscripts

<p style="text-align: center;">Maths</p>	<p>Number and place value</p> <p>Count in multiples of 6, 7, 9, 25 and 1000.</p> <p>Find 1000 more or less than a given number.</p> <p>Count backwards through 0 to include negative numbers.</p> <p>Recognise the place value of each digit of a 4 digit number (thousands, hundreds, tens and units).</p> <p>Order and compare numbers beyond 1000.</p> <p>Identify, represent and estimate numbers, using different representations.</p> <p>Round numbers to the nearest 10, 100 or 1000.</p> <p>Solve number and practical problems that involve large positive numbers.</p>	<p>Multiplication and Division</p> <p>Recall times tables facts up to 12 x 12.</p> <p>Use place value and number facts to multiply and divide mentally, including multiplying by 1 and 0; dividing by 1; and multiplying together 3 numbers.</p> <p>Use factor pairs in mental calculations.</p> <p>Multiply two digit and three digit numbers by a one digit number using a formal written method.</p> <p>Solve problems involving multiplication and addition, including using the distributive law e.g. $3 \times (12 + 14) = 3 \times 12 + 3 \times 14$.</p>	<p>Multiplication and Division</p> <p>Unit continued from Autumn 1. Likely to focus upon multiplying two-digit and three digit numbers by a one-digit number using a formal written method.</p> <p>Measure: Area and Perimeter</p> <p>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.</p> <p>Find the area of rectilinear shapes by counting squares.</p>	<p>Fractions - no decimals</p> <p>Recognise and show, using diagrams, families of common equivalent fractions.</p> <p>Count up and down in hundredths and know that dividing an object by 100 creates hundredths as does dividing tenths by ten.</p> <p>Solve problems involving fractions to calculate quantities and fractions to divide quantities.</p> <p>Add and subtract fractions with the same denominator.</p> <p>Solve simple money and measure problems involving fractions.</p>	<p>Geometry - position and direction</p> <p>Plot positions on a 2-D grid as positive number coordinates.</p> <p>Describe movements between positions as translations of a given unit to the left/right and up/down.</p> <p>Plot points given and draw sides to complete a given polygon.</p> <p>Geometry - properties of shape</p> <p>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</p> <p>Identify acute and obtuse angles and compare and order angles up to two right angles by size.</p> <p>Identify lines of symmetry in 2-D shapes</p>	<p>Measurement - comparing area and solving mathematical problems</p> <p>- money</p> <p>- time</p> <p>Convert different units of measurement e.g. I can convert kilometres into metres or hours into minutes.</p> <p>Estimate, compare and calculate different measures, including money in pounds and pence.</p> <p>Read, write and compare time between analogue and digital 12-hour and 24-hour clocks.</p> <p>Solve problems where I need to convert units of time such as hours to minutes, minutes to seconds, years to months or weeks to days.</p> <p>Statistics</p>
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	<p>Read Roman numerals up to 100 and know that the number system has changed to include 0 and place value.</p> <p>Addition and Subtraction</p> <p>Add numbers with up to four digits using the formal column method.</p> <p>Subtract numbers with up to four digits using the formal column method.</p> <p>Use estimating and inverse operations to check my answers.</p> <p>Solve two-step addition and subtraction problems, using different methods and explain why I used them.</p>				<p>presented in different orientations.</p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry.</p> <p>Recognise where angles are greater than two right angles and know the term straight angle refers to two right angles together.</p> <p>Use line symmetry with two lines of symmetry.</p> <p>Fractions - (focus on decimals)</p> <p>Find and write decimal equivalents using tenths and hundredths.</p> <p>Find and write decimal equivalents of $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$.</p> <p>Divide one and two digit numbers by 10 and 100 and can explain the effect this has on place value.</p>	<p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <p>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</p>
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Science	<p>Humans: Identify the different types of teeth in humans and their simple functions.</p> <p>Describe the simple functions of the basic parts of the digestive system.</p>	<p>Living Organisms: Recognise that living things can be grouped in a variety of ways.</p> <p>Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.</p> <p>Construct and interpret a variety of food chains, identifying producers, predators and prey.</p>	<p>Electricity: Identify common appliances that run on electricity</p> <p>Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.</p> <p>Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.</p>	<p>Sound: Identify how sounds are made, associating some of them with vibrating.</p> <p>Find patterns between the pitch of a sound and features of the object that produced it.</p> <p>Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.</p>	<p>States of Matter: Compare and group materials together, according to whether they are solids, liquids or gases.</p> <p>Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C).</p> <p>Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.</p> <p>Environmental Change</p>	

			Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.	
Computing	Systems and Networks: the Internet and global communication. Digital Literacy: Rings of Responsibility Creating Media: Audio Digital Literacy: Private and Personal Information		Programming: Repetition (use Logo) Digital Literacy: The Key to Keywords Creating Media: Images Digital Literacy: Power of Words	Computing in Real Life: Google Forms/introduction to Lego Wedo Digital Literacy: Whose is it anyway? Programming: Repetition (use Scratch)
Art and Design	Greek Vases - design and create a greek vase using paper and patterns. Evil Eye paintings - focus on mixing and use of shade.	Develop sketching in 2-D and 3-D. Clay statues	Anglo-Saxon Art and Crafts - Explore and draw Anglo-Saxon patterns (in Anglo Saxon shields, brooches and illuminated letters) Colour mixing - Learn about primary, secondary and tertiary colour and explore these in a colour wheel. Use hues, tints and shades.	Mediterranean Artists - exploring different approaches, focusing in particular on Cubist techniques. Collage - focused on work of Jeannie Baker
Design technology	Designing and making clay figures of Persephone, using annotated sketches and drawings and a range of clay techniques.		Design, make and evaluate an Anglo-Saxon brooch (focus on the patterns and design); choose appropriate materials and consider carefully how to attach to clothing.	Dioramas - design and make dioramas, using annotated sketches and drawings.

	<p>Food technology - Create a Greek feast; evaluate, discuss and compare different flavours (HOOK DAY).</p>	<p>Create Anglo-Saxon lyre - explore real-life examples and choose and select appropriate materials and tools to create a finished piece.</p> <p>Anglo-Saxon weaving - using wool to create own weaved design.</p>	<p>Children to construct, reinforce and strengthen their dioramas and explore how to use some mechanical systems (eg pulleys).</p> <p>Cooking and nutrition - Making Irish soda bread (cross-curricular: English); follow a recipe to make pitta pizzas.</p> <p>Lesson exploring the history of flight, exploring technological changes over time and analysing different aviation designs.</p>
History	<p>Ancient Greece: A study of Greek life and achievements and their influence on the Western World.</p> <p>Themes include: Timeline Significant events Artefacts Ancient Greek empire Democracy Buildings</p> <p>Everyday life in Ancient Greece Theatre Olympics Ancient Greeks at work</p>	<p>Britain's settlement by Anglo-Saxons and Scots.</p> <p>Themes include:</p> <p>Anglo Saxon invasions - why, where and when the Scots and Anglo Saxons invaded Britain.</p> <p>Anglo-Saxon artefacts, villages and jobs.</p> <p>Anglo-Saxon religious beliefs, including the conversion to Christianity.</p>	<p>The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.</p> <p>Themes include:</p> <p>Vikings - explain where Vikings came from and why they invaded Britain.</p> <p>Learn about Anglo Saxon kings and struggles between AS and Vikings for the kingdom of England.</p> <p>Battle of Hastings - end of AS/Viking era.</p>
Geography	<p>Understanding differences between people and countries - focus on the Mediterranean countries.</p> <p>Locate the world's countries, using maps to focus on Europe (including the location of Russia), concentrating on environmental regions, key</p>	<p>Identify some key topographical features of the United Kingdom (hills, rivers, mountains, coasts).</p> <p>Connect geography learning to Saxon place names and consider why settlements were located where they were.</p>	<p>Describe and understand key aspects of physical geography, focused on rivers around the world.</p> <p>Name and explain some of the processes associated with rivers.</p> <p>Describe the water cycle in sequence, using appropriate vocabulary.</p>

	<p>physical and human characteristics, countries and major cities.</p> <p>Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom and a region in a European country.</p> <p>Learn about longitude and latitude.</p> <p>Consolidate use of world maps and 8-point compass directions.</p>		<p>Begin to use OS maps to identify contour lines and use ArcGIS maps to locate hills and mountains in the UK.</p>		<p>Establish an understanding of the risks rivers can pose to humans and how these can be mitigated.</p> <p>Visit a local river and conduct a range of tests and observations on the area.</p> <p>Report these findings in a simple geographical report, using scaffolds, using a range of organisational features.</p> <p>Map major rivers in the world and the UK.</p>	
Music	<p>Performing</p> <p>Kodaly method.</p> <p>Enjoy making, playing, changing and combining sounds; experiment with different ways of producing sounds with voice, musical instruments, simple music technology, 'body sounds' (tapping, clicking, marching, stamping etc.)</p>	<p>Singing in a choir.</p> <p>Learning melodies and harmonies for Carols and Winter songs.</p> <p>Performing as a choir, reading signals from a conductor.</p>	<p>Improvise using instruments.</p> <p>Explore genre while using major/minor scales to improvise in the 'style of'.</p> <p>Create polyrhythms using instruments and record the findings. Improvising melodies in a variety of genre.</p> <p>Understanding expression, phrasing, ostinati and employing technique when using major and minor scales.</p>	<p>Listening</p> <p>Transcribe.</p> <p>Reading and writing score while playing on a piano.</p> <p>Learning to read and play notes with expression.</p> <p>Developing the use of arpeggios on a piano.</p>	<p>Listening</p> <p>Listen, create and evaluate a range of live and recorded music from different traditions, genres, styles and times, responding appropriately to the context.</p> <p>Share opinions about own and others' music and be willing to justify these.</p>	<p>Composing</p> <p>Composing harmony with score and recording themes for media.</p> <p>Songwriting skills, performing songs to peers.</p>

<p>RE</p>	<p>What do people believe about the creation of the world?</p> <p>Creation story: Christian Muslim Aborigine Hindu Chinese Hopi Indian Creating their own</p>		<p>Islam Children to learn about Islam.</p> <p>What difference does belonging to a faith make to a family?</p> <p>Why is prayer important to Muslims?</p>		<p>Christianity - how and why are churches different?</p> <p>Places in Christianity Different buildings Features of a church People found within a church Christian events</p>	<p>What are the special religious texts and what moral guidance to sacred texts provide?</p>
<p>PSHE</p>	<p>Rights, Rules and Responsibilities</p>	<p>My Emotions Anti-bullying</p>	<p>Working Together Financial Capability</p>	<p>Managing Risk and Safety in different contexts</p>	<p>Relationships and Sex Education Drug Education</p>	<p>Healthy Lifestyles</p>
<p>PE</p>	<p>Football Health Related Fitness</p>	<p>Dance Ball Handling</p>	<p>Swimming OAA</p>	<p>Gymnastics Tag Rugby</p>	<p>Athletics Kwik Cricket</p>	<p>Rounders Athletics</p>
<p>Spanish</p>	<p>Revision of Year 3 content: Greetings, families. Christmas.</p>		<p>Numbers Animals Plurals</p>		<p>Colours Shapes Foods/Drinks Plurals, gender of nouns, articles.</p>	