

Year 4 Topic Overview

Topic/Theme	Who were the Ancient Greeks?		Anglo-Saxons		Is The Sky the Limit?	
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Hook	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.		Day of learning about different countries and cultures - linked to various aspects of the curriculum.	
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		Trip to the Museum of Archaeology and Anthropology		Trip to Ely Cathedral (linked to English playscripts)	
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. Inference (character's thoughts and feelings)	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.	Explanation texts Identify main ideas drawn from more than one paragraph and summarise these.				
English Writing	Myths and legends: Write own myths – characters, story line. Information Texts: Children to write information texts on their own made-up, mythical creatures.	Portal Stories Creating an image in the readers' mind. 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	Instruction Texts Linked to recipes from around the world. Character descriptions	Persuasive Letters 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 Opportunities to perform playscripts	
Maths	Number and place value	Addition and Subtraction (continued - as per the needs of the children)	Multiplication and Division Unit continued from	Fractions - no decimals Recognise and show, using diagrams,	Geometry - position and direction	Measurement -comparing area and solving mathematical problems

	Count in multiples of 6, 7, 9, 25 and 1000. Find 1000 more or less than a given number. Count backwards through 0 to include negative numbers. Recognise the place value of each digit of a 4 digit number (thousands, hundreds, tens and units). Order and compare numbers beyond 1000. Identify, represent and estimate numbers, using different representations. Round numbers to the nearest 10, 100 or 1000. Solve number and practical problems that involve large positive numbers. Read Roman numerals up to 100 and know that the number	Multiplication and Division Recall times tables facts up to 12 x 12. 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. Use factor pairs in mental calculations. Multiply two digit and three digit numbers by a one digit number using a formal written method. Solve problems involving multiplication and addition, including using the distributive law e.g. $3 \times (12 + 14) = 3 \times 12 + 3 \times 14$. Measure: Area and Perimeter Measure and calculate the perimeter of a	Autumn 1. Likely to focus upon multiplying two-digit and three digit numbers by a one-digit number using a formal written method. Geometry - properties of shape Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify acute and obtuse angles and compare and order angles up to two right angles by size. Identify lines of symmetry in 2-D shapes presented in different orientations. Complete a simple symmetric figure with respect to a specific line of symmetry. Recognise where angles are greater than	families of common equivalent fractions. Count up and down in hundredths and know that dividing an object by 100 creates hundredths as does dividing tenths by ten. Solve problems involving fractions to calculate quantities and fractions to divide quantities. Add and subtract fractions with the same denominator. Solve simple money and measure problems involving fractions. Statistics Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. Solve comparison, sum and difference	Plot positions on a 2-D grid as positive number coordinates. Describe movements between positions as translations of a given unit to the left/right and up/down. Plot points given and draw sides to complete a given polygon. Fractions - (focus on decimals Find and write decimal equivalents using tenths and hundredths. Find and write decimal equivalents of $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$. Divide one and two digit numbers by 10 and 100 and can explain the effect this has on place value. Round decimals using tenths to the nearest whole number.	- money - time Convert different units of measurement e.g. I can convert kilometres into metres or hours into minutes. Estimate, compare and calculate different measures, including money in pounds and pence. Read, write and compare time between analogue and digital 12-hour and 24-hour clocks. 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.
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	system has changed to include 0 and place value. Addition and Subtraction Add numbers with up to four digits using the formal column method. Subtract numbers with up to four digits using the formal column method. Use estimating and inverse operations to check my answers. Solve two-step addition and subtraction problems, using different methods and explain why I used them.	rectilinear figure (including squares) in centimetres and metres. Find the area of rectilinear shapes by counting squares.	two right angles and know the term straight angle refers to two right angles together. Use line symmetry with two lines of symmetry.	problems using information presented in bar charts, pictograms, tables and other graphs.	Compare numbers with the same number of decimal places (up to two decimal places). Solve simple money and measure problems involving decimals with up to two decimal places.	
Science	Humans: Identify the different types of teeth in humans and their simple functions. Describe the simple functions of the basic	Living Organisms: Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and	Electricity: Identify common appliances that run on electricity Construct a simple series electrical circuit, identifying and naming	Sound: Identify how sounds are made, associating some of them with vibrating. Find patterns between the pitch of a sound	States of Matter: Compare and group materials together, according to whether they are solids, liquids or gases. 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).	

	parts of the digestive system.	name a variety of living things in their local and wider environment. Construct and interpret a variety of food chains, identifying producers, predators and prey.	its basic parts, including cells, wires, bulbs, switches and buzzers. 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. Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.	and features of the object that produced it. Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.	Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.
Computing	Systems and Networks: the Internet and global communication. Digital Literacy: Rings of Responsibility Creating Media: Audio Digital Literacy: Private and Personal Information		Data Logging Digital Literacy: Power of Words Programming: Repetition (use Logo) Digital Literacy: The Key to Keywords		Creating Media: Images Digital Literacy: Whose is it anyway? Programming: Repetition (use Scratch)
Art and Design	Greek Vases - design and create a greek	Still life - exploring drawing and shading skills and techniques	Anglo-Saxon Art and Crafts - Explore and draw Anglo-Saxon patterns (in Anglo Saxon shields, brooches and illuminated letters)		World Art - various lessons linked to different countries and cultures and famous artists from around the world:

	vase using paper and patterns. Greek Persephone Figures - learn about the significance of these figures and mould their own from clay.	using 2D and 3D objects (fruit) Study and explore the artwork of Cezanne - use this as inspiration to use pastel to create fruit art.	Colour mixing - Learn about primary, secondary and tertiary colour and explore these in a colour wheel. Use hues, tints and shades.	Including - exploration of Aboriginal and Native American art styles, using pastels and paint Discussing Brazilian artists - including Beatrix Milhazes and Romero Britto and imitate their style.
Design technology	Designing and making clay beads to create an evil eye necklace/bracelet. Food technology - Create a Greek feast; evaluate, discuss and compare different flavours (HOOK DAY). Design and make a Greek temple (homework).	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. Create Anglo-Saxon lyre - explore real-life examples and choose and select appropriate materials and tools to create a finished piece. Anglo-Saxon weaving - using wool to create own weaved design.	Dioramas - design and make Barnaby Brocket dioramas, using annotated sketches and drawings. Children to construct, reinforce and strengthen their dioramas and explore how to use some mechanical systems (eg pulleys). Cooking and nutrition - Making Irish soda bread (cross-curricular: English); follow a recipe to make pitta pizzas. Lesson exploring the history of flight, exploring technological changes over time and analysing different aviation designs.	
History	Ancient Greece: A study of Greek life and achievements and their influence on the Western World. Themes include: Timeline Significant events Artefacts Ancient Greek empire Democracy Buildings	Anglo-Saxons, Scots and Vikings: Britain's settlement by Anglo-Saxons and Scots. The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor. Themes include:		

	Everyday life in Ancient Greece Theatre Olympics Ancient Greeks at work	Anglo Saxon invasions - why, where and when the Scots and Anglo Saxons invaded Britain. Anglo-Saxon artefacts, villages and jobs. Anglo-Saxon religious beliefs, including the conversion to Christianity. Vikings - explain where Vikings came from and why they invaded Britain. Learn about Anglo Saxon kings and struggles between AS and Vikings for the kingdom of England. Battle of Hastings - end of AS/Viking era.	
Geography	Geography is taught through History. Where is Greece? Where was ancient Greece? <i>Locate the world's countries, using maps to focus on Europe, concentrating on their environmental regions, key physical and human characteristics, countries and major cities.</i> <i>Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.</i>	Looking at where the Anglo-Saxons and Vikings came from. Identify parts of the UK where they settled. Look at Anglo Saxon place names in Britain and what they mean. <i>Name and locate countries and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers) and land-use patterns; and understand how some of these aspects have changed over time.</i>	Understanding differences between people and countries. Locate the world's countries, using maps to focus on Europe (including the location of Russia), concentrating on environmental regions, key physical and human characteristics, countries and major cities. 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. Describe and understand key aspects of human geography including types of settlement and land use.

					Describe and understand key aspects of physical geography, including biomes and vegetation belts. Reference also made to other countries focused on Barnaby's journey in the book, including: Australia Brazil USA (New York) Canada Ireland Africa ISS New Zealand	
Music	Performing Kodaly method. 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.)	Singing in a choir. Learning melodies and harmonies for Carols and Winter songs. Performing as a choir, reading signals from a conductor.	Improvise using instruments. Explore genre while using major/minor scales to improvise in the 'style of'. Create polyrhythms using instruments and record the findings. Improvising melodies in a variety of genre. Understanding expression, phrasing, ostinati and employing technique when using major and minor scales.	Listening Transcribe. Reading and writing score while playing on a piano. Learning to read and play notes with expression. Developing the use of arpeggios on a piano.	Listening Listen, create and evaluate a range of live and recorded music from different traditions, genres, styles and times, responding appropriately to the context. Share opinions about own and others' music and be willing to justify these.	Composing Composing harmony with score and recording themes for media. Songwriting skills, performing songs to peers.

	BBC Heroes of Troy Children to learn the story of Troy through singing. BBC clips give lyrics, harmonies and parts for children to learn.		Explore Anglo-Saxon music. Improvise and compose music for a range of purposes and develop an understanding of the history of Music.		World Music Lessons based on the music from around the world.	
RE	What do people believe about the creation of the world? Creation story: Christian Muslim Aborigine Hindu Chinese Hopi Indian Creating their own		Islam Children to learn about Islam. What difference does belonging to a faith make to a family? Why is prayer important to Muslims?		Christianity - how and why are churches different? Places in Christianity Different buildings Features of a church People found within a church Christian events	What are the special religious texts?
PSHE	Rights, Rules and Responsibilities	My Emotions Anti-bullying	Working Together Financial Capability	Managing Risk and Safety in different contexts	Relationships and Sex Education Drug Education	Healthy Lifestyles

PE	Football	Dance	Swimming	Swimming	Athletics CSoW	Rounders
	Health Related Fitness	Ball Handling	Gymnastics	OAA	Kwik Cricket	Athletics
Spanish	Revision of Year 3 content: Greetings, families. Christmas.		Numbers Animals Plurals		Colours Shapes Foods/Drinks Plurals, gender of nouns, articles.	