Year 4 Programme of Study

English			Maths	Science

English

Entertain
Story
Description

Inform
Script
Newspaper report

Persuade
Formal Letter to persuade. Holiday brochure

Poetry
Japanese Poetry – Haiku and Tanka
Free verse
Narrative poetry
Performing plays and poetry
Haiku and Tanka: creating the essence of a natural experience.
Creating images using similes and other simple images
to create a vivid picture for a reader.
Exploring form: Children read and recite poems discussing vocabulary, structure and language features used to create effects.

Core Texts:
See '50 Year Group Reads' Challenge list.
Hales Valley Trust Canon
The Write Stuff

Autumn
- Float- Narrative
- The River- Poem
- Secrets of a Sun King – Diary

Spring
- The Great Chocoplot- Narrative
- Should We Feed Animals at National Parks? – Balanced Arguments
- Feast- Narrative

Summer
- Still I Rise- Poetry
- The Creature – Newspaper
- The Iron Man – Narrative

Scheme: Phonics - Little Wandle Letters and Sound
Writing Approach – The Write Stuff
Scheme: Handwriting – Kinetic Letters
Scheme: Spelling – No Nonsense Spelling

Maths

Number & Place Value	Addition & Subtraction	Multiplication & Division	Fractions (including decimals)	Measurement
❖ Count in multiples of 6, 7, 9, 25 and 1000. ❖ Find 1000 more or less than a given number. ❖ Count backwards through zero to include negative numbers. ❖ Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones). ❖ Order and compare numbers beyond 1000. ❖ Identify, represent and estimate numbers using different representations. ❖ Round any number to the nearest 10, 100 or 1000. ❖ Solve number and practical problems that involve all of the above and with increasingly large positive numbers. ❖ Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.	❖ Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. ❖ Estimate and use inverse operations to check answers to a calculation. ❖ Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	❖ Recall multiplication and division facts for multiplication tables up to 12 x 12. ❖ Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Use place value, known and derived facts to multiply and divide mentally, including: ❖ multiplying by 0 and 1; ❖ dividing by 1; ❖ multiplying together three numbers. ❖ Recognise and use factor pairs and commutativity in mental calculations. ❖ Multiply two-digit and three-digit numbers by a one-digit number using formal written method. ❖ Solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.	❖ Recognise and show, using diagrams, families of common equivalent fractions. ❖ Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number. ❖ Add and subtract fractions with the same denominator. ❖ Recognise and write decimal equivalents of any number of tenths or hundredths. ❖ Recognise and write decimal equivalents to ¼, ½, ¾. ❖ Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths. ❖ Round decimals with one decimal place to the nearest whole number. ❖ Compare numbers with the same number of decimal places up to two decimal places. ❖ Solve simple measure and money problems involving fractions and decimals to two decimal places.	❖ Convert between different units of measure [for example, kilometre to metre; hour to minute]. ❖ Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. ❖ Find the area of rectilinear shapes by counting squares. ❖ Estimate, compare and calculate different measures, including money in pounds and pence. ❖ Read, write and convert time between analogue and digital 12- and 24-hour clocks. ❖ Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
				Geometry: Properties of Shapes
				❖ 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.
				Geometry: Position & Direction
				❖ Describe positions on a 2-D grid as coordinates in the first quadrant. ❖ Describe movements between positions as translations of a given unit to the left/right and up/down. ❖ Plot specified points and draw sides to complete a given polygon.
				Statistics
				❖ Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. ❖ Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Scheme: Power Maths
Knowledge organisers will be sent out before each unit begins, these will show the key vocabulary, methods and models used and also any key knowledge needed to be successful.
Times Tables: teaching and learning will be supported through the use of **Times Table Rockstars** and **TT38**
Scheme: Arithmetic Fluency: Fluent in 5

Science

National Curriculum
Animals including humans
Living things and their habitats
Materials
Electricity
Sound
Working scientifically

Art and Design	PSHE	Computing	Design Technology	Foreign Languages	Geography	History	Physical Education	Religious Education

Art and Design
- Autumn -
The Houses of Parliament- Claude Monet. - Impressionism.

- Spring -
Yellow, Red, Blue – Kandinsky Abstract

- Summer -
Environment art – Andy Goldsworthy

- Sketching
- Painting
- Printing
- Textiles
- Sculpture

PSHE
Scheme: Skills Partnership – Apple'sFriends
Autumn – Relationships
- Positive friendships, includingonline.
- Responding to hurtful behaviour.Managing confidentiality. Recognising risks online.
- Respecting differences and similarities. Discussing differencessensitively.

Spring – Living in the Wider World
- What makes a community? Sharedresponsibilities.
- How data is shared and used.
- Making decisions about money.Using and keeping money safe.

Summer – Health and Wellbeing
- Maintaining a balanced lifestyle.Oral hygiene and dental care.
- Personal identity. Recognisingindividuality and different qualities. Mental wellbeing.
- Medicines and household products. Drugs common to everyday life.

Computing
Scheme: Kapow
- Autumn 1 - Online safety
- Autumn 2 - Computing systems and networks – Collaborative Learning
- Spring 1 - Programming 1 – Further coding with Scratch
- Spring 2Creating media – Website Design
- Summer 1- Programming 2 – Computational thinking
- Summer 2 - Data handling – Investigating weather

Design Technology
Autumn
- Aspect of DT: Food
- Focus: Healthy and varied diet (including cooking and nutrition requirements for KS2)
- Soup

Spring
- Aspect of DT: Electrical systems
- Focus: Simple Programming and Control

Summer
- Aspect of DT: Mechanical systems
- Focus: Lever and Linkages

Foreign Languages
Scheme: Language Angels - Spanish

Autumn
- Phonetics 1
- I'm Learning Spanish
- Musical Instruments(E)

Spring
- Fruits

Summer
- Vegetables

Music
Instrument Instruction: Ocarina

Scheme: Charanga
- Autumn 1 – Mamma Mia
- Autumn 2 – GlockenspielStage 2
- Spring 1 – Stop!
- Spring 2 – Lean On Me
- Summer 1 – Blackbird
- Summer 2 – Reflect, rewindand replay

Geography
Autumn
- Geographical skills and field work. NCKS2
- RGS Module 4
- Ordnance Survey Maps and basic map reading skills. After examining a map of the local area and discussing what they can see on it, pupils are taught to read four figure grid references. They are also introduced to the geographical concept of scale, and map symbols. They will learn why mapsrequire the use of symbols and a map key.

- The Water Cycle

Spring
- The Alps

- They will also use the map to locate some countries in Europeand Russia, along with their capital cities and key physical andhuman characteristics, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water (Locational knowledge NC KS2)

Summer
- Rivers – including fieldwork on location at Leasowes Park

History
Autumn –
- The Ancient Egyptians Annual whole school focus
- Remembrance - ArmisticeDay – How did the scouts support in the war?
- Gun Powder Plot - Who were the significant people at the time? Focus on royalsand also those who conspired and why. Local history link - Holbeche House Kingswinford.

Spring
- The Roman Empire's impacton Britain

Summer –
- Local History Study – TheFox Hunt

Physical Education
Scheme: PE Hub
Autumn Outdoor-
- Netball
- OAA

Autumn Indoor -
- Gym unit 1
- Dance unit 1

Spring Outdoor -
- Tennis
- Cricket

Spring Indoor-
- Gym unit 2
- Dance unit 2

Summer -
- Athletics
- Rounders
- Badminton
- Football

- Swimming

Religious Education
Autumn
- Christianity – Why is Jesus called the Saviour?
Dudley Syllabus 2021-2026

Spring
- Judaism – the Tanakh, the torah and the written law
Dudley Syllabus 2021-2026

Summer
- Christianity – Christian Love (Agape)
Dudley Syllabus 2021-2026

Skills Builder

LISTENING PRESENTING PROBLEM SOLVING CREATIVITY STAYING POSITIVE AIMING HIGH LEADERSHIP TEAMWORK

Step 0: ages 4-7   Step 1 : ages 5-8   Step 2 : ages 6-9   Step 3: ages 7-10   Step 4 : ages 8-11   Step 5 : ages 9-12   Step 6 : ages 10-14

Mastery approach underpins the Framework – that means, no steps should be skipped and only when a step is mastered should learners move onto the next one. Mastery of a step is evident when a child or young person is regularly able to demonstrate that step in different contexts.
Try New Things: Make a catapult, hold a water fight, remember rivers, separate a mixture, stage a fight and speak Latin.