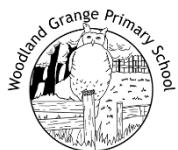


Woodland Grange Primary School - Year 4 Curriculum

	Autumn Term	Spring Term	Summer Term
Main theme/topic	Celts & Romans	Global Explorers	The Aztecs
Literacy – focus/texts	During the key stage children will write using a range of text types including: information, instructions, reports/recounts, traditional tales, stories from other cultures and fictional narrative text. There is an additional focus on grammar, punctuation and phonics/spelling.		
	Fables Recount – trip to Lunt Fort Roman myths Comic strip legends Information text on Roman Civilisation	Newspaper report – global events Persuasive writing Haiku poetry Adventure story – World explorers	Stories from other cultures Chronological report Explanation/information text on Aztec culture
Maths	There is a 'quick maths'/mental arithmetic focus throughout the year. Times tables (and derived division facts) are also taught throughout key stage 2. Work on the 4 operations as well as key number facts are areas in which all year groups place greater emphasis. In subject areas like maths the topics may need to be flexible to accurately reflect the learning needs of the children. The following is to be viewed as a guide only.		
	Number: place value Number: addition & subtraction Number: multiplication & division Measurement: area	Number: fractions Measurement: time Number: decimals Measurement: money	Measurement: perimeter and length Geometry: angles, shape & symmetry, position & direction Statistics
Science	Sound	Living things & habitats Animals & humans	Electricity States of matter

We are proud of our creative curriculum. Each theme or topic is carefully planned and linked through each subject area. The overview gives a glimpse of some of the activities that are covered in class. Each activity is composed of a set of skills that track through the school and are designed to build up the child's understanding.



Woodland Grange Primary School - Year 4 Curriculum

	Autumn Term		Spring Term		Summer Term	
Computing	Word processing, importing images & using visual effects, evaluate & record audio Programming projects using Scratch & Kodu Enter data into a graph & branching database				(E-safety) Online research using search engines Opening attachments Use SMART rules	
Art & DT	2 & 3D work including clay bust of Emperor Cesar, roundhouse models Pompeii watercolours, dying cloth, Roman bread		Oil pastels Soap carving		Aztec masks & art Salsa & guacamole	
PE	Swimming runs across year 4 as part of the PE curriculum					
	Gymnastics	Dance	Gymnastics	Sit down volleyball	Dodgeball	Gymnastics
	Cross country	Hockey	Tag rugby	Netball	Athletics	Quick cricket

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