

St Margaret's at Cliffe Curriculum Overview for Year 4 Term 4 2019 - 2020

Mathematics

Measures –Money

- Revise coinage and notes
- Continue to recognise and use symbols for pounds (£) and pence (p)
- Understand that the decimal point separates pounds and pence
- Estimate answers
- Add two or more amounts of money using compact written methods
- Subtract to find a price difference or to calculate change using an expanded written method
- Multiply amounts of money to find the price of several of the same article using an expanded method (use pictures or manipulatives to support)
- Use inverse to check the answer to calculations
- Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why
- Solve simple money problems involving fractions and decimals to at least one decimal place.

Measures-weight –to solve problems

- Read and interpret the scale on a range of measuring equipment
- Estimate weights before measuring
- Measure weights in Kg or g and record results using one decimal place
- Convert between Kg and g
- Estimate answers
- Add two or more weights with up to 4 digits and decimals with one decimal place using a written method
- Subtract weights to find the difference or a decrease with numbers with up to 4 digits and decimals with one decimal place using an expanded or compact written method
- Use inverse to check the answer to calculations
- Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
- Solve simple weight problems involving fractions and decimals to one decimal place.

English

- To decode unfamiliar words to help comprehension
- To read for a range of purposes.
- To discuss words & phrases that capture the imagination.
- To identify themes & conventions.
- To retrieve & record information.
- To make inferences & justify predictions.
- To recognise a variety of forms of poetry.
- To scan text and summarise ideas.

- To correctly spell common homophones.
- To increase regularity of handwriting.
- To plan writing based on familiar text.
- To organise writing into paragraphs.
- To use simple organisational devices.
- To proof read for spelling errors.
- To proof read for punctuation errors.
- To evaluate own and others' writing.

- To read own writing aloud to audience.
- To be a supportive and critical audience.
- To use a wider range of conjunctions.
- To use perfect tense appropriately.
- To select pronouns and nouns for clarity.
- To use & punctuate direct speech.
- To use commas after fronted adverbials.
- To articulate ideas and justify opinions.

Shape and position and direction

- Understand that area is a measure of surface within a shape.
- Find the area of rectilinear shapes by counting squares.
- Describe movements between positions as translations of a given unit to the left/right and up/down.
- Describe positions on a 2-D grid as coordinates in the first quadrant.
- Plot specified points and draw sides to complete a given polygon.
- Complete a simple symmetric figure with respect to a specific line of symmetry
- Solve problem involving shape
- Solve problems involving position and /or direction

Calculations

- To recall multiplication facts for 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12 x tables.
- To estimate answers.
- To solve number and practical problems that involve number and place value.
- To add numbers with up to 4 digits and decimals with one decimal place using a compact written method.
- To subtract numbers with up to 4 digits and decimals with one decimal place using an expanded or compact written method.
- To use inverse to check the answer to calculations.
- Multiply two-digit and three-digit numbers by a one-digit number using an expanded written layout
- Solve problems involving multiplying and adding
- Solve problems involving division (including remainders),

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.

<p>Music</p> <p><u>- Play Recorders and Perform</u></p> <ul style="list-style-type: none"> -To play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression. -To improvise and compose music for a range of purposes using the interrelated dimensions of music. -To listen with attention to detail and recall sounds with increasing aural memory. 	<p>Geography</p> <p><u>Can the Earth Shake, Rattle and Roll?</u></p> <ul style="list-style-type: none"> -Describe and understand the key aspects of volcanoes and earthquakes. -Understand that the distribution of earthquakes and volcanoes follows a pattern. -Learn about the 'Pacific Ring of Fire'. 		<p>Computing</p> <p><u>Programming</u></p> <ul style="list-style-type: none"> -Design, write and debug programs. -Use sequence, selection and repetition in programs. -Work with variables. -Use logical reasoning to correct errors in programs.
<p>RE</p> <p><u>Why is Jesus inspiring to some people?</u></p> <ul style="list-style-type: none"> -Describe how Christians celebrate Holy Week and Easter Sunday. -Identify the most important parts of Easter for Christians and say why they are important. 	<p>PSHE/Circle Time</p> <p><u>Getting on and falling out continued</u></p> <p>This theme focuses on developing children's knowledge, understanding and skills in three key social and emotional aspects of learning: empathy, managing feelings (with a focus on anger) and social skills.</p>	<p>Physical Education</p> <p><u>Tag rugby</u></p> <ul style="list-style-type: none"> -Apply principles of attacking and defending. -Develop basic skills. 	<p>Design and Technology</p> <p><u>Design and make a night light</u></p> <ul style="list-style-type: none"> -Investigate similar products for ideas and to use as a starting point for an original design. -Use labelled drawings and notes to explain how their product will work. -Create an action plan using pictures or a flow diagram. -Use technical vocabulary when designing and planning to make a product.
<p>Art</p> <p><u>Wildlife Nature views</u></p> <ul style="list-style-type: none"> -To create sketch books to record their observations and use them to review and revisit ideas. -To research wildlife natures views and create artwork. -To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. 	<p>Modern Foreign Languages</p> <p><u>Where in the world</u></p> <ul style="list-style-type: none"> -Use the correct article to precede a noun according to gender. -Use 1st person, 2nd person (singular) and 3rd person of 'to go' accurately with the correct pronoun. -Give and respond to simple movement/direction instructions. -Give simple directions by substituting vocabulary as necessary. -Follow simple directions to find a place on a map. 		<p>Science</p> <p><u>All Living Things</u></p> <ul style="list-style-type: none"> -Recognise that living things can be grouped in a variety of ways. -Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. -Recognise that environments can change and that this can sometimes pose dangers to living things.