# St Margaret's at Cliffe Curriculum Overview for Year 4 Term 3 2022 - 2023

## **English**

### **Speaking and Listening**

- listen and respond appropriately to adults and their peers
- ask relevant questions to extend their understanding and knowledge
- use relevant strategies to build their vocabulary
- articulate and justify answers, arguments and opinions
- consider, evaluate different viewpoints, building on the contributions of others
- use spoken language to develop understanding through speculating and ideas

#### Reading

- read further exception words, noting the unusual correspondences between spelling and sound
- read aloud to a group or class using the appropriate intonation and control the tone and volume so that the meaning is clear

#### Grammar

- understand the basic rules for singular and plural nouns
- develop my use of specific nouns and powerful verbs
- apply rules when using an apostrophe for possession
- propose changes to grammar and vocabulary to improve consistency including the accuracy of pronouns
- explain what the present perfect form of verbs means
- express time, place and cause using conjunctions (when, before, after)
- identify the main clauses in sentences I have written
- understand and identify fronted adverbials
- use a range of nouns or pronouns
- use inverted commas to punctuate direct speech
- begin to use a dictionary to check the meaning of new words
- become familiar with using a thesaurus to expand vocabulary

### Writing

- write capital letters and digits of the correct size, orientation and relationship to one another and to lower case letters
- use spacing between words that reflects the size of the letters
- talk about a genre of writing identifying its structure, vocabulary and grammar
- discuss and record my ideas
- compose and rehearse sentences orally improving them through a range of varied and rich vocabulary and range of sentence structures
- organise my writing in paragraphs around a theme
- use the features of non-narrative material
- create settings, characters and plot in narrative writing
- write in a variety of genre; including poetry, narrative, persuasive and writing to inform
- proof read my work to check for spelling, grammar and punctuation errors
- assess the effectiveness of my own and others writing
- evaluate what I have written with the teacher or another pupil

### **Mathematics**

### **Multiplication and Division**

- multiples of 3
- multiply and divide by 6
- 6 times table and division facts
- multiply and divide by 9
- 9 times table and division facts
- 3, 6, and 9 times table
- multiply and divide by 7
- 7 times table and division facts
- 11 times table and division facts
- 12 times table and division facts
- multiply by 1 and 0
- divide a number by 1 and itself
- multiply three numbers
- 11 and 12 times table
- factor pairs
- using factor pairs
- multiply and divide by 10 and 100
- related facts multiplication and division
- informal written methods for multiplication
- multiply a 2 digit number by a 1 digit number
- multiply a 3 digit number by a 1 digit number
- divide a 2 digit number by a 1 digit number
- divide a 3 digit number by a 1 digit number
- correspondence problems
- efficient multiplication

#### Measure - length and perimeter

- measure in kilometres and metres
- equivalent lengths (km and m)
- perimeter on a grid
- perimeter of a rectangle
- perimeter of rectilinear shapes
- find missing lengths in rectilinear shapes
- calculate the perimeter of rectilinear shapes
- perimeter of regular polygons
- perimeter of polygons

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Music	History	PSHE		
Recorders	Raiders and Traders	<u>Dreams and Goals</u>		
- play the notes B, A and G within a simple tune	Reasons for invasions of Britain	Talk about our hopes and dreams		
- play the note E within a simple tune				
- play along with a simple recorder tune	- how the seven Anglo-Saxon Kingdoms worked in Britain	- know that sometimes hopes and dreams do not		
- create my own tune using known notes I can play	- how life was in a typical Anglo-Saxon village	come true and this can hurt		
- learn where recorders came from and how they	- important Anglo-Saxon artefacts and their significance	- know that reflecting on positive and happy		
are used around the world	- religious beliefs and practices of the early Anglo-Saxon	experiences can help counteract disappointment		
- develop a simple piece of sheet music	people	- know how to make a new plan and set new goals,		
		even if I have been disappointed		
		- know how to work out the steps to take to achieve a		
		goal and do this successfully as part of a group		
		- identify the contributions made by myself and others		
		to the group's achievement		

### RE

# Why are festivals important to religious communities?

- know what is worth celebrating
- know what Christians celebrate at Easter
- understand what the meaning was of Jesus' last meal with his friends
- understand what the crucifying of Jesus means to Christians
- think about what Christians believe happened on Easter Sunday morning
- know why Divali is significant to Hindus
- describe why Muslims celebrate at the end of Ramadan
- give reasons why Jewish people celebrate Pesach every year
- consider what we can learn from celebrations and festivals

# **Design and Technology**

#### Textiles

Roman Drawstring Purse (continued)

- through a variety of creative and practical activities, pupils will be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making
- use research and criteria to develop a product
- use annotated sketches and prototypes
- evaluate and improve own designs

#### Food Technology

Cooking & Nutrition – Pizza Art

- analyse and use accurate vocabulary to describe a preference about taste, smell, texture and the look of food
- use a range of labelled diagrams and flow charts within an action plan to explain how their product will be made
- understand the use of different ingredients to create a single product
- use a range of recipes to influence our choice of ingredients based on taste, smell, texture and the look of the food
- work safely and hygienically to prepare ingredients by cutting and shaping using the appropriate tools as well as cooking with a heat source
- analyse the effectiveness of methods and techniques used to create a product from a plan

# **Physical Education**

#### **Athletics**

- repeat and link combinations of actions
- use their bodies and a variety of equipment with greater control and co-ordination
- choose skills and equipment to help them meet the challenges they are set
- repeat tasks with increasing control and co-ordination
- use techniques learnt to improve the quality and control of their work
- recognise and describe how their bodies feel during different activities
- express and communicate ideas and feelings

#### **Gymnastics**

- choose a balance that can be performed comfortably
- use a range of travelling skills such as step into, step out of, cat leap etc
- be able to link movements together that flow
- think about the quality of their movements
- create a range of different sequences using a variety of movements

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Art and Design	Languages (French)	Science	Computing
Paintings  - practise different techniques of adding colour to an image  - learn the relationship between primary, secondary and tertiary colours  - create monochromic paintings  - design and name colours of my own creation  - use paint to show feelings and emotions within an image  - create a range of observational paintings  - assess the effectiveness of colour use within paintings  - assess the effectiveness of black and white within paintings	Going Shopping  - express an opinion about fruit in French  - change the French word for 'the' to 'some'  - use adjectives to describe nouns  - ask and answer questions in sentences, both orally and written	Sound  - identify how sounds are made, associating some of them with something vibrating  - recognise that vibrations from a sound travel through a medium to the ear  - find patterns between the pitch of a sound and features of the object that produced it  - find patterns between the volume of a sound and the strength of the vibrations that produced it  - recognise that sounds get fainter as the distance from the sound source increases	Scratch Programming  - review coding vocabulary and knowledge  - create a simple computer program  - begin to understand selection in computer programming  - understand how an IF/ELSE statement works  - understand what a variable is in programming