Curriculum 2014 Year 4

English

Reading

- Read further exception words, noting the unusual correspondences between spelling and sound, and where these occur in the word.

- Identify themes and conventions in a wide range of books.

- Prepare poems and playscripts to read aloud and perform, showing understanding through intonation, tone, volume and action.

- Drawing inferences and justify them with evidence.

- Identify how language, structure and presentation contribute to meaning.

- Discuss words and phrases that capture the readers interest and imagination.

Writing

- Use a wider rang e of suffixes and prefixes, homophones correctly when spelling.

- Use a joined hand in a fluent, legible and consistent manner.

- Plan by discussing modelled and example texts , selecting good features and examples, and then discussing and recording their innovated ideas.

- Use an increasing range of sentence structures and vocabulary when writing narratives, creating settings, characters and plot.

- Assess effectiveness of own work and that of peers, proposing changes to improve the writing.

Grammar

- Use fronted adverbials (followed by a comma), and a greater range of conjunctions in complex sentences.

- Use present perfect form of verbs in contrast to the past tense.

- Speaking and listening

- Gain, maintain and monitor the interest of the listener,

- Give well structured descriptions, explanations and narratives.

- Speak audibly and fluently with an increasing command of Standard English

Art and Design

- Create sketch books to record their observations and use them to revisit and review ideas.

- Improve their techniques in painting, drawing and sculpture with a range of materials e.g pencil, charcoal, paint and clay.

- About great artists, architects and designers in history.

Computing

- Use sequence , selection and repetition in programs, work with variables and various forms of input and output.

- Use logical reasoning to explain how some algorithms work and to detect errors in algorithms and programs.

- Know how to stay safe online.

Maths

Number/Calculation

- Count in multiples of 6, 7, 9, 25 and 1000 (forwards and backwards including negative numbers). Find 1000 more or less than a number.

- Know all times tables to 12 x 12 (and related division facts)

- Order and compare numbers beyond 1000. Round any number to the nearest 10, 100 and 1000. Read Roman Numerals to 100. Use place value (Th/H/T/U)

- Solve problems using all four operations, deciding which operation to use.

- Add and subtract using column methods (ThHTU) Use written methods to multiply HTU x U

- Recognise and use factor pairs.

Fractions

- Recognise and show using diagrams, families of equivalent fractions.

- Count up and down in hundredths , recognising that they are created when dividing an object by 100 and tenths by 10.

- Recognise and write any decimal equivalents of any number of tenths or hundredths. Compare decimals (up to 2 DP)

- Round decimals with one decimal place to the nearest whole number.

Measurement

- Convert between different units of measure

- Measure and calculate perimeter in cm and m. Find area by counting squares.

- Read, write and convert time between analogue and digital 12 and 24 hour clock and use this to solve problems.

Geometry

- Classify and compare geometric shapes including quadrilaterals and triangles based on properties or size.

- Identify lines of symmetry in 2D shapes in different orientations.

- Use co ordinates in the 1st quadrant, describe movements between positions as translations.

Statistics

- Solve comparison, sum and difference problems using bar charts, pictograms, tables and other graphs.

Design and Technology

- Use research and design criteria to help them design products which are fit for purpose and aimed at particular individuals and groups.

- Share their designs in a range of forms e.g. exploded diagrams, cross sectional diagrams,

- Evaluate ideas against design criteria and suggest improvements to their work.

- Use mechanical systems (levers and linkages).

- Understand seasonality, know where and how a variety of ingredients are grown, reared, caught and processed.

Geography

Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night)

- Locate the world's countries (focus on Russia, Europe, North and South America) and the key physical and human characteristics, countries and major cities of each.

- Understand geographical similarities and differences between a European Country and a region in our country.

Science

Working Scientifically

- Set up simple practical enquiries, comparative and fair tests.

- Report on findings and conclusions both orally and in writing,

- Use results to draw conclusions, make predictions, suggest improvements and raise further questions.

Living things and their habitats

- Use classification keys to group, identify and name living things in local and wider environments.

Animals including humans

- Human digestion

- Teeth and food chains

States of matter

- Compare and group materials based on state.

— Changes caused by heating and cooling.

- Evaporation and condensation and the Water Cycle.

Sound

- How sounds are made and travel.

- Patterns in pitch and volume change.

Electricity

- Construct simple series circuit and predict whether a bulb will light or not. Switches and their use.

- Conductors and insulators.

History

- Britain's settlement by Anglo– Saxons and Scots

- The achievements of the earliest civilisations— and overview of when and where the first civilizations appeared and a depth study of one from; The Indus Valley, Ancient Egypt, The Shang Dynasty of Ancient China

Languages

- Engage in conversations, ask and answer questions, express opinions and respond to those of others , seek clarification and help.

- Speak in sentences using familiar vocabulary, phrases and basic language structures.

- Develop accurate pronunciation and intonation so that others understand when they are reading aloud.

Music

- Develop an understanding of the history of music.

- Appreciate and understand a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians.

- Listen with attention to detail and recall sounds with increasing aural memory.

- Improvise music for a range of purposes.

PE

- Use running, jumping, throwing and catching in isolation and combination.

- Play competitive games and use basic principles suitable for attacking and defending across these.

- Develop flexibility, strength, technique, control, and balance (eg in Athletics or Gymnastics)

- Perform dances using a range of movement patterns, linking their movements to create sequences.

- Compare performances over time and demonstrate improvement.

RE

Following Locally agreed syllabus