

YEAR 4 CURRICULUM 2020

Summer

Outcome	Context	Skills & Knowledge	Subjects	Week	Supporting Activities	Supporting Texts
Escot Residential Newspaper	Escot Newspaper Article	<ul style="list-style-type: none"> To evaluate and edit writing To use organisational features of newspaper writing 	English	4	Take part in Escot residential Features of newspaper writing	Current Newspaper Articles
5 Go to Escot Competition	5 Go to Escot Writing	<ul style="list-style-type: none"> Creative story writing Structure and planning 	English	4	Take part in Escot residential Explore features of Blyton's work Read Famous Five story Explore planning options	'Five On a Treasure Island' by Enid Blyton 'Magic Faraway Tree' by Enid Blyton
Sustainable Exeter Minecraft	Minecraft Anglo Saxon Village Minecraft Sustainable Exeter	Sustainable Living <ul style="list-style-type: none"> Become more eco-aware and informed about sustainability. What causes climate change? How can we be more environmentally aware? How to code on Minecraft. Area and perimeter 	Geography RE Writing Maths	1-8	Learn how to use Minecraft. Create detailed blue prints of village Explore what sustainability means.	Updated articles on sustainable living Anglo Saxon Village non-fiction texts Anglo Saxon Village Leaflet
GCP: Photography	GCP: Photography	<ul style="list-style-type: none"> Learn how to use DSLR cameras Explore what makes a good photo Discuss ideas on community across the globe Present photographs to Bangladesh 	Writing Art RE Geography	1-12	Learn how to use a camera What makes a good photo? Explore features of Bangladesh Discuss local community Photograph the school Photograph the village	Kodak Article on 'Tips for Best Photography'

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<p>To create a display to compete in the Kingfisher Award</p>	<p>Kingfisher Award Project</p>	<ul style="list-style-type: none"> • Create a range of outstanding written work, art work, scientific investigations and be able to talk confidently about their project • 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. · understand and apply the principles of a healthy and varied diet · prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques · understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. 	<p>Science DT Cooking Writing Maths Art</p>	<p>6-10</p>	<p>Field Day Outdoor Learning (Dependant on Activity)</p>	<p>Texts are dependent on project title</p>
<p>Investigate Sustainable Living</p>	<p>RE – Global Citizen</p>	<p>Sustainable Living</p>	<p>R.E.</p>	<p>8-9</p>	<p>Creating group presentations</p>	<p>Updated articles on sustainable living</p>

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		<ul style="list-style-type: none"> • Become more eco-aware and informed about sustainability. • What causes climate change? • How can we be more environmentally aware? 				
To create a food product to sell	Kingfisher Award	<ul style="list-style-type: none"> • Design a recipe • Design packaging • Carry out market research and product reviews 	D&T	6-10	Packaging and advertising Product Reviews Market Research	Recipe – dependant on Project
Understand British Wildlife food webs and chains.	Kingfisher Award	<ul style="list-style-type: none"> • Knowledge surrounding food chains: predator, prey, carnivore, herbivore, omnivore, producer and consumer. • Animal adaptations and natural selection. • Habitats. 	Science	4-10	Constructing food chains using animals from the British Isles. Creating adaptation profiles for animal survivors. Studying different climates and their habitats for animals.	Classification Key Internet Blog Dependant on Kingfisher project
Produce Bar Charts and Frequency tables	Kingfisher Awards	<ul style="list-style-type: none"> • Interpret and present discreet and continuous data using appropriate graphical methods. • Compare data contained in varied graphical styles. 	Science Maths	6-10	Partaking in field sample studies. Creating tallies of animals and fauna present. Interpreting the collected data into bar charts.	
Eggy Challenge	Eggy Challenge	• investigate and analyse a range of existing products	Science English Maths	9-12		

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		<ul style="list-style-type: none"> · evaluate their ideas and products against their own design criteria and consider the views of others to improve their work · apply their understanding of how to strengthen, stiffen and reinforce more complex structures · understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] 				
To compete in Sports Day	Sports Day	<ul style="list-style-type: none"> • To improve upon sporting achievements from previous years and exceed their personal bests. • Practice all disciplines of Athletics to compete in the sports days competition: running, jumping and throwing. 	Physical Education		Practicing all disciplines of athletics during individual class PE lessons such as: Discus, Javelin, Shotput, Long Distance Running, Sprinting, Long Jump.	
P.E	Team sports year 3-4	<ul style="list-style-type: none"> • use running, jumping, throwing and catching in isolation and in combination • play competitive games modified where appropriate, and apply basic principles suitable for attacking and defending 	P.E	1-12	Team sports sessions Skill building Team games Hockey, tag-rugby, netball, football, dance and rounders	

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		<ul style="list-style-type: none"> perform dances using a range of movement patterns 				
To create a sound track for a nature programme	Kingfisher Project	<ul style="list-style-type: none"> To improvise and compose music for a range of purposes using the inter-related dimensions of music Perform in solo and ensemble contexts, using their voices apply their understanding of computing to program, monitor and control their products. 	Music	6-10	E-Jay Building a range of instruments for effect How do composers build sound for different effects	
Famous Women of History Sway	Year 4 History Theme	<ul style="list-style-type: none"> Learn about famous women across history Investigate and research using the internet Using Microsoft Sway Extend as project progresses and other women within history arise through other projects 	History Computing	8-12	Gather research onto OneNote Use Edge Inking for initial research Nightingale, Curie, Arc and Earhart	Little People, Big Dreams Rebel Stories for Rebel Girls
To take part in the Escot residential	Escot Residential	<ul style="list-style-type: none"> take part in outdoor and adventurous activity challenges both individually and within a team 	PSHE	3	Two day residential	

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Anglo Saxon Village Experience Escot Trip	<ul style="list-style-type: none"> Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor 	<ul style="list-style-type: none"> To explore the different activities and jobs in an Anglo Saxon village. 	English D & T History	1-3	History D & T	
Fall of the Romans Debate	<ul style="list-style-type: none"> What caused the fall of the Roman Empire in Britain. 	<ul style="list-style-type: none"> Use persuasive writing to write a balanced debate about why the Roman Empire fell. Understand the changes in the British Isles in this time period. 	English History	1-2	History English	
eSafety	How to use the internet safely	<ul style="list-style-type: none"> Pupils explore what it means to be responsible to and respectful of their offline and online communities as a way to learn how to be good digital citizens Pupils and students learn strategies to increase the accuracy of their keyword searches and make inferences about the effectiveness of the strategies. 	IT	1-12	eSafety lessons intended to educate.	
Handwriting and Grammar	English	<ul style="list-style-type: none"> Year 4 grammar review Joined handwriting with speed and fluency 	English	1-12	Focused group reading sessions Explicit teaching Using skills in context Handwriting booklets Tracing	

Spellings

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<u>I/ll</u>	<u>Soft c</u>	<u>Suffix – y</u>	<u>Suffix –y</u>
all	face	funny	breeze
tall	race	saggy	wheeze
ball	price	dotty	mouse
fall	certain	yummy	curve
hall	circus	nutty	simple
small	except	muddy	grease
also	exercise	boggy	cheese
almost	excellent	spotty	smoke
always	concert	sloppy	craze
already	concentrate	sunny	spike
altogether	police	slippery	spice
falling	notice	runny	shine
smallest	cycle	foggy	whine
taller	city	choppy	bone
called	pencil	baggy	laze
talking	cities	sunny	wavy
walked	races		shiny
tallest	dances		smoky
stalking	noticed		cheesy
walls	offices		simply
			whiny
			crazy
			bony
			smoky
			wavy
			breezy
			shiny
			lazy