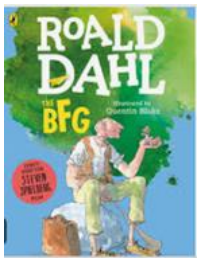
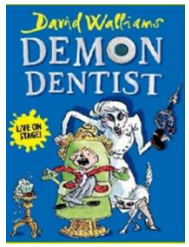
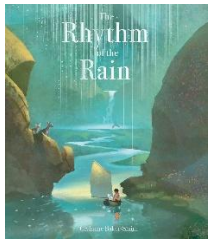
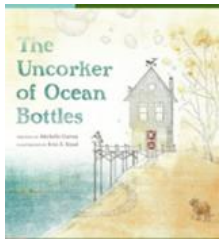
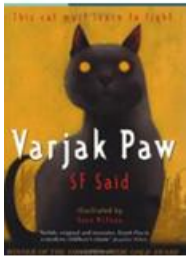
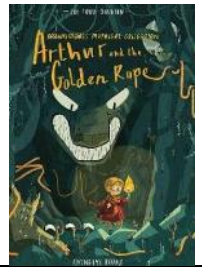
Year 4 | Curriculum Overview | 2026-2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	The BFG 	The Demon Dentist  Non-Fiction: Digestion	The Rhythm of the Rain 	The Uncorker of Ocean Bottles 	Varjak Paw 	Viking Village (Film Unit)  Arthur and the Golden Rope 
Writing Focus	Instructions (recipe) Advert	Newspaper	Non- Chronological Report	Poetry Letters	Diary Non- chronological report	Narrative Persuasive letters
Maths	**Place Value** Roman numerals to 100 Round to the nearest 10 Round to the nearest 100 Count in 1,000s 1,000s, 100s, 10s and 1s Partitioning	**Measurement: Area** What is area? Counting squares Making shapes Comparing area **Multiplication and division** Multiply by 10 Multiply by 100	**Multiplication and division** 11 and 12 times-table Multiply 3 numbers Factor pairs Efficient multiplication Written methods Multiply 2-digits by 1-digit Multiply 3-digits by 1-digit	**Fractions** What is a fraction? Equivalent fractions Fractions greater than 1 Count in fractions Add 2 or more fractions Subtract 2 fractions Subtract from whole amounts Calculate fractions of a quantity	**Decimals** Make a whole Write decimals Compare decimals Order decimals Round decimals Halves and quarters **Measurement: money** Pounds and pence	**Statistics** Interpret charts (discrete) Comparison, sum and difference Introduce line graphs Line graphs **Geometry: Properties of shape** Identify angles

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	Number line to 10,000 1,000 more or less Compare numbers Order numbers Round to the nearest 1,000 Count in 25s Negative numbers **Addition and Subtraction** Add two 4-digit numbers (no exchange, one exchange, more than one exchange) Subtract two 4-digit numbers (no exchange, one exchange, more than one exchange) Efficient subtraction	Divide by 10 Divide by 100 Multiply by 1 and 0 Divide by 1 Multiply and divide by 6 6 times-table and division facts Multiply and divide by 9 9 times-table and division facts Multiply and divide by 7 7 times-table and division facts	Divide 2-digits by 1-digit Correspondence problems **Measurement: Length and Perimeter** Kilometres and metres. Perimeter of a rectangle. Perimeter of rectilinear shapes. Perimeter of polygons.	Problem solving – calculate quantities **Decimals** Recognise tenths and hundredths Tenths as decimals Tenths on a place value grid Tenths on a number line Divide 1 digit by 10 Divide 2 digits by 10 Hundredths Hundredths as decimals Hundredths on a place value grid Divide 1 or 2 digits by 100	Order money Round to estimate money Four operations with money **Measurement: time** Hours, minutes and seconds Years, months, weeks and days Analogue to digital – 12 hour Analogue to digital – 24 hour	Compare and order angles Triangles Quadrilaterals Lines of symmetry Complete a symmetric figure **Geometry: Position and direction** Describe position Draw on a grid Move on a grid Describe a movement on a grid
Religion	BRANCH 1: CREATION & COVENANT - The Call of Abram - Abraham - Virtues - Cardinal Meaning	BRANCH 2: PROPHECY & PROMISE - Elijah - John the Baptist - Jesse Tree - Christ the King - King of the Universe	BRANCH 3: GALILEE TO JERUSALEM - The Incarnation - The Messiah - The Nicene Creed - Miracle Worker - Sacrament of Reconciliation - Sacrament of the sick	BRANCH 4: DESERT TO GARDEN - The Prodigal Son - The sheep and the goats - Dr Ruth Pfau - Lent - Holy Week - Servant Messiah - St Peter - Forgiveness	BRANCH 5: TO THE ENDS OF THE EARTH - The Empty Tomb - Peter and Jesus - The Apostles Creed - The Church - May is for Mary	BRANCH 6: DIALOGUE & ENCOUNTER - St Paul - St Paul's Conversion - Liturgical rites - Liturgical Music
PSHE	Me and My Relationships	Valuing Difference	Keeping Myself Safe	Rights and Responsibilities	Being My Best -Keeping healthy	Relationship and Sex Education

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	-Feelings, conflict, emotions, resolution, friendships	-British Values focus	-Relationships Education -Safe internet use -Drugs	-Money -Living in the wider world/environment	-Growth Mindset -Goal setting, achievement	- Respecting ourselves and others - Changing bodies - Life cycles -Feelings
Science	**Working scientifically**	**Animals including Humans**	**States of Matter**	**Electricity**	**Sound**	**Living things and their habitats**
History	**Roman Britain** - The Roman Empire and its impact on Britain - Continuity and Change - Empire - Societal/Cultural Change - Exploration - Religion - Legacy and Achievements - Invasion and Conflict - Houses and Homes		**The Benin Kingdom** - Historical Significance - Societal/Cultural Change - Legacy and Achievements - Houses and Homes - A non-European society that provides contrasts with British history		**Britain's Settlement by Anglo Saxons and Scots** - Continuity and Change - Societal/Cultural Change - Empire - Legacy and Achievements - Houses and Homes - Invasion and Conflict - Religion	**Viking and Anglo Saxon struggle for the Kingdom of England (up to Edward The Confessor)** - Continuity and Change - Similarity and Difference. - Monarchy and Rule Societal/Cultural Change - Empire - Legacy and Achievements - Houses and Homes - Invasion and Conflict - Religion
Geography	**The Story of a River**					
	Map Skills • I can use maps, atlases, globes and digital mapping to locate countries in Europe and their capitals/major cities.		**Locational and Place Knowledge, Environmental, Human and Physical Geography and Fieldwork.** **Locational Knowledge**			

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	• I can use a key and standard symbols. • I can begin to match boundaries e.g. boundaries of countries and counties. • I can use 4 figure grid references, symbols and keys (including the use of Ordnance Survey maps) to build my knowledge of the UK and the wider world. The Story of a River • I can use maps, atlases, globes and digital mapping to locate rivers around the UK. • I can begin to recognise symbols on an OS map. • I can sketch a map from a high view point. • I can use 4 figure grid references, symbols and keys (including the use of Ordnance Survey maps) to build my knowledge of the UK and the wider world.		• Know some countries of Europe and be able to locate them on a map. • Know where Bury is in the UK. • Know the location of volcanoes on a map. • Know the names of some rivers of the UK and be able to locate them on a map. **Place Knowledge** • Know the similarities and differences between Bury and Naples. **Environmental, Human and Physical Geography** • Know types of natural disasters including volcanoes, earthquakes, tsunamis and how they are caused. • Know the impact natural disasters have on people's lives. • Know what a river is. • Know what the sources of a river are. • Know the course of the river including the lower, middle and upper course and its features. • Know what erosion and deposition are. • Know the advantages and disadvantages of cities being located by rivers. • Know the process of the water cycle and how rivers are important to the water cycle. **Fieldwork** • Study of the River Irwell			
Art		Drawing	Painting - Rivers		Drawing and design using pastels – mountain landscape	

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					Artist study – Van Gogh	
Design and Technology	Food technology Mechanisms – levers and linkages	Textiles – Design and create a t-shirt		Food technology Electrical systems in an electrical game		Model Making: Totem Pole Design
French	**On fait la fête !** Celebration!	**Au carnaval des animaux** Animal Masquerade	**Bon appétit, bonne santé !** Healthy eating	**L'heure du gouter** Snack time	**Bienvenue chez nous !** Welcome to our World!	**Le monde francophone** The French-speaking world
Music	Mamma Mia Pop Music/ Abba	Glockenspiel Stage 2 Exploring and developing playing skills using the glockenspiel	Stop! Grime and mixed styles Writing lyrics linked to a theme	Lean on me Gospel. Soul/Gospel music and helping one another	Blackbird Pop/ The Beatles The Beatles, equality and civil rights	Reflect, Rewind and Replay. The history of music, look back and consolidate your learning, learn some of the language of music
Computing	Online Safety The Internet (Computer Science)	Audio Production (Information Technology)	Repetition in Shapes (Programming)	Data Logging (Digital Literacy)	Photo Editing (Information Technology)	Repetition in Games (Programming)
PE	Invasion Games Yoga	Gymnastics Dance	Invasion Games Target Games	Net and Wall Games (Play) Striking and Fielding Games	Net and Wall Games (Comp) Striking and Fielding	Athletics Jag Tag