



# St Joseph's Catholic Primary School

## YEAR 4 CURRICULUM MAP

		Autumn – Romans /	Spring – Romans / Italy	Summer – Anglo Saxons
<b>Reading</b>	Word reading	NC Appendix 1 (NC p 35)		
	Comprehension	Texts include : wide range of fiction (including fairy stories and myths and legends), poetry, plays, non-fiction texts and reference books / text books and dictionaries (NC p 35/36)		
<b>Writing</b>	Transcription	Spelling programme ( NC Appendix 1)		
	Composition	Writing : narrative and non narrative (NC p 39)		
	VGP	NC Appendix 2		
<b>Speaking and listening</b>		12 Statutory statements (NC p 17)		
<b>Maths</b>		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
<b>Science</b>		Animals, including humans (177, 178) States of Matter (188, Heating & Cooling eg, 189)	Electricity (Appliances eg, 196, lamp eg, 197, Conductors/insulators eg) Sound (194, 195)	Living Things and Habitats (182, 183, 184, 185)
		Working Scientifically – on going across the year		
<b>Computing</b>		Computer Science -design, write and debug programs that accomplish specific goals. Use repetition in programs. Use logical reasoning to detect and correct errors in programs  IT -collect data,analyse and evaluate information, select a variety of software to accomplish given goals Understand opportunities that computer networks offer for communication  Digital Literacy - identify a range of ways to report concerns about content	Computer Science - use repetition in programs  IT –presentation  Digital Literacy -recognise unacceptable/unacceptable behaviour	Computer Science -control or simulate physical systems  IT -select a variety of software to accomplish given goals, select, use and combine internet services  Digital Literacy -understand how computer networks can provide multiple services, such as the World Wide Web and appreciate how search results are selected
<b>History</b>		Why did the Roman's march through County Durham?	What was daily life like in Roman Britain?	Anglo Saxon and Scots settlement-What happened to Britain when the Romans left?
<b>Geography</b>		Place knowledge –human and physical - European country e.g. Italy	Locational Knowledge – tectonics	Locational Knowledge - coast
		Geographical skills and fieldwork –on going across the year		
<b>D.T.</b>		Mechanism -make a moving character using pneumatics	Control - design and make an alarm– something which triggers a light or buzzer to come on	Cooking and Nutrition
<b>Art and Design</b>		Sculpture Printing	Artists - Italian art	Drawing and printing - mining
		Create sketchbooks to record observations		
<b>Music</b>		Out of the Ark song 'The Olympians'. Action songs, ceremonial music to listen to and appraise. Percussion fanfares Song writing using familiar tunes about the water cycle.Information phrases + pulse to create raps. Descriptive percussion – water cycle sequences	Word rhythms (counting syllables) repeat, create textures. (say – play in ensemble)  Listen to and appraise Italian music notated rhythms: using Roman/Italian words (foods, places, features..)	Traditional songs: folk music – Lambton Worm, Bamburgh... Dun Cow...  Tuned instruments: Anglo Saxon monks – plainsong: modes e.g. dorian – create chords/ melodic ideas
		Music Education Hub: First Access Programme Delivery – Integration with curriculum teaching – continuation – impact. (Durham Music Service)		

<b>MFL</b>	<b>Let's Go (QCA Unit 7)</b> <i>Talking about French speaking countries</i> <i>Saying where you go</i> <i>Saying how you travel</i> <i>Describing the weather</i>	<b>The Four Friends (QCA Unit 5)</b> <i>Saying what animals you have</i> <i>Describing colours</i> <i>Reinforce giving opinions</i>	<b>Life and Health (QCA Units 6/10)</b> <i>Talking about food and buying food</i> <i>Saying what sports and activities you do</i> <i>More opinions</i>
<b>P.E.</b>	<b>Games &amp; Gymnastics</b> <b>Games &amp; Dance</b>	<b>Dance &amp; Gymnastics</b> <b>Games &amp; Gymnastics</b>	<b>Games &amp; Dance</b> <b>Athletics</b>
<b>R.E.</b>	<b>Come &amp; See</b>	<b>Come &amp; See</b>	<b>Come &amp; See</b>
<b>Statutory subject in all year groups</b> <b>Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools</b>			

## Additional information relating to Computing

<b>Computing</b>	<p><b>Computer Science -Design programs that accomplish specific goals. Design and create programs. Debug programs that accomplish specific goals. Use repetition in programs. Use logical reasoning to detect and correct errors in programs</b> Use Scratch to create an animation, linked to sport/literacy</p> <p><b>IT -Collect data analyse and evaluate information, select a variety of software to accomplish given goals</b> Survey on Health/Fitness. Take photos of what they are doing re health and fitness. Create promotional materials to advertise health/fitness/new gym opening in the area. Make a fitness video/TV advert to promote fitness</p> <p><b>Understand opportunities that computer networks offer for communication</b> Class blog about their health and fitness topic, (kidblog.org). Collate results and produce graphs to show findings. Put graphs, photos and findings into movie/presentation/ebook</p> <p><b>Digital Literacy -Identify a range of ways to report concerns about content.</b> SWGFL Rings of Responsibility. New Class – Netiquette. Personal &amp; Private Information</p>	<p><b>Computer Science - Use repetition in programs.</b> Scratch – produce game with reference to Roman topic. Include repetition and loops. Turtle – create/design simple patterns using procedures</p> <p><b>IT - Presentation</b> to an audience of an aspect of Roman life. Create a menu for a Roman banquet <a href="http://cookit.e2bn.org/historycookbook/">http://cookit.e2bn.org/historycookbook/</a> Create a cookbook of recipes. Interview with a Roman God/character – IPADs/Morpho – record what they might say</p> <p><b>Digital Literacy -Recognise unacceptable/unacceptable behaviour</b> SWGFL The Power of Words - Bullying</p>	<p><b>Computer Science - Control or simulate physical systems.</b> Use Flowol/Go or other flowcharting software to create control software to model an object e.g. lighthouse/ traffic lights</p> <p><b>IT -Select a variety of software to accomplish given goals, elect, use and combine internet services.</b> Research the local area to produce a website/e-book or brochure for tourists explain the attractions of their area/region</p> <p><b>Digital Literacy - Understand how computer networks can provide multiple services, such as the World Wide Web and appreciate how search results are selected</b> SWGFL Keywords – Learning to search (For information on the NE), Whose is it, Anyway – Plagiarism</p>
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