



St Joseph's Catholic Primary School

YEAR 4 CURRICULUM MAP 2020-2021

		Autumn – Romans / Europe	Spring – Romans / Italy	Summer – Anglo Saxons
Reading	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)		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing : narrative and non narrative (NC p 39)		
	VGP	NC Appendix 2		
Speaking and listening		12 Statutory statements (NC p 17)		
Maths		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		
Science		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		
Computing		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
History		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?
Geography		Place knowledge –human and physical - Europe	Locational Knowledge – tectonics	Locational Knowledge - coast
		Geographical skills and fieldwork –on going across the year		
D.T.		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
Art and Design		Printing Painting	Artists - Italian art Sculpture	Drawing and printing
		Create sketchbooks to record observations		
Music		Listen to and appraise. Song writing using familiar tunes using phrases + pulse to create raps. Descriptive percussion	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)		

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

Additional information relating to Computing

Computing	<p>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 Use Scratch to create an animation, linked to sport/literacy</p> <p>IT -Collect data analyse and evaluate information, select a variety of software to accomplish given goals 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>Understand opportunities that computer networks offer for communication 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>Digital Literacy -Identify a range of ways to report concerns about content. SWGFL Rings of Responsibility. New Class – Netiquette. Personal & Private Information</p>	<p>Computer Science - Use repetition in programs. Scratch – produce game with reference to Roman topic. Include repetition and loops. Turtle – create/design simple patterns using procedures</p> <p>IT - Presentation to an audience of an aspect of Roman life. Create a menu for a Roman banquet http://cookit.e2bn.org/historycookbook/ Create a cookbook of recipes. Interview with a Roman God/character – IPADs/Morpho – record what they might say</p> <p>Digital Literacy -Recognise unacceptable/unacceptable behaviour SWGFL The Power of Words - Bullying</p>	<p>Computer Science - Control or simulate physical systems. Use Flowol/Go or other flowcharting software to create control software to model an object e.g. lighthouse/ traffic lights</p> <p>IT -Select a variety of software to accomplish given goals, elect, use and combine internet services. Research the local area to produce a website/e-book or brochure for tourists explain the attractions of their area/region</p> <p>Digital Literacy - Understand how computer networks can provide multiple services, such as the World Wide Web and appreciate how search results are selected SWGFL Keywords – Learning to search (For information on the NE), Whose is it, Anyway – Plagiarism</p>
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