

Curriculum Autumn Overview for Chestnut class - Year 4

English

Use a joined handwriting style.
 Understand a range of prefixes and suffixes.
 Spell homophones.
 Use dictionaries to check spellings
 Use the possessive apostrophe in regular plurals.
 Discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar.
 Discuss and record ideas.
 Organise writing into simple paragraphs.
 Create simple settings, characters and plots in narratives.
 In non-narrative material, use simple organisational devices.
 Assess own and other's writing and suggest improvements.
 Proof read for punctuation and spelling.
 Use a wide range of conjunctions.
 Choose nouns or pronouns appropriately for clarity and cohesion and to avoid repetition.
 Use fronted adverbials.
 Use commas after fronted adverbials.

Reading

Apply knowledge of root words, prefixes and suffixes, both to read aloud and to understand the meaning of new words they meet.
 Develop positive attitudes to reading and understanding of what they read by:
 - increasing familiarity with a range of books, including fairy stories, myths and legends, and retelling some of these orally.
 - asking simple questions to improve their understanding of a text.
 - beginning to identify how language, structure, and presentation contribute to meaning.
 - listening to and discussing a range of fiction, poetry, plays, non-fiction and reference books or textbooks.
 - developing understanding of what they read by beginning to use dictionaries to check the meaning of words that they have read.
 - discussing some words and phrases that capture the reader's interest and imagination.
 - explaining the meaning of words in context.

Mathematics

Count in multiples of 3, 6 and 9.
 Count backwards through 0 to include negative numbers.
 Order and compare numbers beyond 1000.
 Recognise the place value of each digit in a 4-digit number.
 Identify, represent and estimate number using different representations.
 Solve number and practical problems that involve all of the above and with increasingly large positive numbers.
 Add numbers with up to 4 -digits using columnar addition.
 Solve addition and subtraction 2-step problems in contexts, deciding which operations and methods to use and why.
 Estimate and use the inverse operations to check answers to calculations.
 Recall multiplication and division fact for multiplication tables up to 12 x 12.

Use place value, known and derived facts to multiply and divide mentally, including multiplying together 3 numbers.
 Recognise and use factor pairs and commutativity in mental calculations.
 Multiply 2 and 3-digit numbers by a single-digit number using formal written layout.
 Solve problems involving multiplying and adding, including using the distributive law to multiply 2-digits by single-digit numbers.
 Identify acute and obtuse angles and compare and order angles up to 2 right angles.
 Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
 Identify lines of symmetry in 2-D shapes presented in different orientations.
 Round any number to the nearest 10, 100 or 1000.
 Read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of 0 and place value.

Science

Recognise that they need light in order to see things and that dark is the absence of light.
 Notice that light is reflected from surfaces.
 Recognise that light from the sun can be dangerous and that there are ways to protect their eyes.
 Recognise that shadows are formed when the light from a light source is blocked by an opaque object.
 Find patterns in the way that the size of shadows change.
 Identify common appliances that run on electricity.
 Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.
 Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.
 Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.
 Recognise some common conductors and insulators, and associate metals with being good conductors.

History

This area of the curriculum will be covered in the Spring term.

Art & Design

This area of the curriculum will be covered in the Spring term.

Computing

Use technology safely.
 Espresso coding

Design & Technology

Understand and use electrical systems in their products [for example, series circuits, incorporating switches, bulbs, buzzers and motors].
 Apply their understanding of computing to program, monitor and control their products.
 Design, make and evaluate a functional product.
 Select from and use a wider range of tools and equipment to perform practical tasks.

Geography

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.
 Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world.
 Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.
 Understand how some of human and physical aspects have changed over time.

Modern Languages

Listen attentively to spoken language and show understanding by joining in and responding.
 Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words.
 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 or using familiar words and phrases.

Music

Play and perform in solo and ensemble contexts, using their voices.

Physical Education

Perform dances using simple movement patterns
 Perform dances using a range of techniques
 Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
 Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.
 Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics].

Religious Education

Tell a Sikh story and say some things that people believe.
 Talk about some of the things that are the same for different religious people.
 Know and understand what the 5K's are and what they symbolise.

