

# Our Year 4 Curriculum Map- Summer Term 2

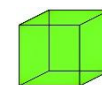
**Literacy:** **Reading:** Using pace, expression and fluency with more precision during sustained reading. Refining our retrieval and inference skills by using images and texts/ looking deeper into a text.

**Writing:** Writing to entertain: Stories with dilemmas. Read, study and analyse a story picture book and infer meaning from illustrations. Explore sentence structure in different pieces of writing by using a range of different sentence types, punctuation and word classes. Writing to persuade: Learn about persuasive writing techniques (imperative verbs, relative clauses, rhetorical questions etc.) to be able to write a persuasive letter. Explore sentence structure in different pieces of writing by using a range of different sentence types, punctuation and word classes.



**Ongoing Literacy skills being covered:** Reading (word level, phonics, comprehension and analysis), reading skills, writing (transcription, handwriting, composition, vocabulary, spelling, grammar and punctuation) and spoken language/oracy.

**Maths:** **Number:** Learn how to find fractions of shapes and amounts and identify equivalent fractions. Solve problems by using pictorial / abstract approaches with confidence. **Geometry - Position and direction.** Learn how to find co-ordinates and describe movements of shapes on a grid. Solve problems involving position and direction. **Measurement: Time:** Build on knowledge of time and intervals of time. Solve and reason with time knowledge. **Statistics:** Build on knowledge of collecting data. Read and interpret a variety of graphs and tables (some with increasing complexity). Draw conclusions from what is discovered.



**Ongoing Maths skills being covered:** Reasoning skills, Number (arithmetic, understanding mathematical vocabulary and basic times tables).

## Science:

**Scientists that changed the world:** Describe some positive and negative consequences of scientific and technological developments, link applications to specific characteristics or properties, identify aspects of science used within particular jobs or roles, explain the purposes of a variety of scientific or technological developments, and recognise applications of specific scientific ideas.



**Ongoing Science skills being covered:** Focusing on our scientific enquiry types during investigations: identifying, classifying and grouping, observing over time, pattern seeking, researching and using secondary sources.

## Physical Education (PE):

**Rounders and Handball:** Develop and refine throwing, catching and batting techniques.

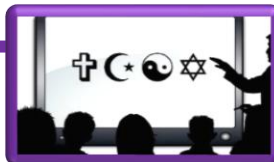


## History:

**Britain's Settlement by the Anglo Saxons and Scots:** Explore the reasons why the Scots invaded Britain and how this affected local people's lives. Investigate the historical figure of Alfred the Great and what the 'Dark Ages' means.



## Religious Education (RE):



**In a community with many differences, how should we live?** To explore similarities and differences between different groups in a community and how various religions can live in harmony. **All of our R.E units are linked to values and beliefs found in everyday life.**

## Music:



**Musicality:** Learning to perform (with the maximum emotional impact) songs for musicality.

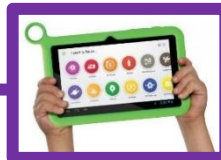
**Instrument tuition:** Trumpet practise, performance and musical notation.

## Languages- Spanish:



**Summertime:** Explore the words associated with summertime in Spanish. Enhance conversational and written language.

## Computing:



**Spreadsheets:** Create own spreadsheets which could be used to help with everyday tasks such as budgeting a weekly food shop.

## Personal, Social, Health, Economic (PSHE) Education:

**Growing and Changing:** **Appropriate touch:** Understand more about this topic and also how consent is important.

**Privacy and Security:** Understand what this means when navigating the 'online' world. Deepen understanding of 'passwords' for security.



## Design and Technology (DT):



**Mechanical Systems Levers and Linkages:** Design, make and evaluate a catapult to use during a sports activity (linked to a target game).

