

Curriculum Overview for Year Four - Shalom Noam Primary School

English

Reading

- Secure decoding of unfamiliar words.
- Read for a range of purposes.
- Retell some stories orally.
- Discuss words and phrases that capture the imagination.
- Identify themes and conventions.
- Retrieve and record information.
- Make inferences and justify predictions.
- Recognise a variety of forms of poetry.
- Identify and summarise ideas.

Writing

- Correctly spell common homophones.
- Increase regularity of handwriting.
- Plan writing based on familiar forms.
- Organise writing into paragraphs.
- Use simple organisational devices.
- Proof-read for spelling and punctuation errors.
- Assess effectiveness of own and others' writing.
- Read own writing aloud.

Grammar

- Use a wide range of conjunctions.
- Use perfect tense appropriately.
- Select pronouns and nouns for clarity.
- Use and punctuate direct speech.
- Use commas after fronted adverbials.

Speaking and listening

- Articulate and justify opinions.
- Speak audibly in Standard English.
- Gain, maintain and monitor interests of listeners.

Maths

Number/calculation

- Learn all tables to 12x12.
- Secure place value to 1000.
- Use negative whole numbers.
- Round numbers to the nearest 10,100 or 1000.
- Use Roman numerals to 100 (C) .
- Column addition and subtraction up to four digits.
- Multiply and divide mentally.
- Use written methods of multiplication and division
- Use inverse to check.

Geometry and measures

- Compare 2-d shapes, including quadrilaterals and triangles.
- Find area by counting squares.
- Calculate rectangle perimeters.
- Estimate and calculate measures.
- Identify acute, obtuse and right angles.
- Identify symmetry.
- Use first quadrant co-ordinates.
- Introduce simple translations.

Fractions and decimals

- Recognise tenths and hundredths.
- Identify equivalent fractions.
- Add and subtract fractions with common denominators.
- Recognise common equivalents.
- Round decimals to whole numbers.
- Solve money problems.

Data

- Use bar charts, line graphs and pictograms.

Science

Biology

- Classify living things
- Digestive system and teeth.
- Food chains.
- Human impact on the environment

Chemistry

- Changes of state.
- The water cycle.

Physics

- Sound
- Electricity-simple circuits and conductors.

Working Scientifically

Design and Technology

- Use research and criteria to develop products which are fit for purpose.
- Use annotated sketches and prototypes to explain ideas.
- Evaluate existing products and improve own work.
- Use mechanical systems in own work.
- Understand seasonality: prepare and cook mainly savoury dishes.

<p>Religious Education Taught through Kodesh/Jewish Studies.</p>	<p>Music</p> <ul style="list-style-type: none"> • Listen with attention to detail. • Appreciate wide range of live and recorded music. • Use voice and instruments with increasing accuracy, control and expression. • Begin to develop an understanding of history. 	<p>Art and Design</p> <ul style="list-style-type: none"> • Use sketchbooks to collect, record and evaluate ideas. • Improve mastery of techniques such as drawing, painting and sculpture with varied materials. • Learn about great architects, artists and designers. 	<p>Physical Education</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games • Develop flexibility and control in gym, dance and athletics • Compare performances to achieve personal bests. • Swimming proficiency at 25m.
<p>History</p> <ul style="list-style-type: none"> • Greek Empire • Norman Britain and Tudors 		<p>Geography</p> <ul style="list-style-type: none"> • Locate world's countries, focussing on Europe and Americas- focus on key physical and human features. • Study a region of the UK- not local that has changed over time. • Use maps, atlases and globes and computer mapping to locate countries and describe features studied. • Use 8 points of compass, symbols and keys. 	<p>Computing</p> <ul style="list-style-type: none"> • Design and write programs to achieve specific goals, including solving problems. • Use logical reasoning. • Understand computer networks. • Understand the dangers of the internet. • Collect and present data appropriately.