



Year 4 Curriculum Overview 2024 - 2025

	Autumn 1		Autumn 2		Spring 1		Spring 2	Summer 1	Summer 2	
Project Title	Burps, Bottoms and Bile	Misty Mountains and Winding Rivers	Exciting Electricity	Blue Planet	Sound	Roman Empire	Super States of Matter	Traders and Raiders	Living Things	
English	Narrative Balanced discussion Narrative – mystery Character description Setting description Explanation Advert			Diary Entry Formal persuasive letter Recount Narrative (historical)		Narrative – adventure/fantasy Narrative – myth/saga Instructions Non-Chronological report				
Maths	Numbers and the number system Counting and comparing Calculating: addition and subtraction	Calculating space (Area and perimeter) Calculating: multiplication and division Exploring time and money (Just the time objectives)	Exploring fractions and decimals Counting and comparing Calculating fractions and decimals	Investigating angles Investigating properties of shapes Exploring time and money	Checking, approximating, and estimating Calculating fractions and decimals Investigating angles	Measuring space Mathematical movement Presentation of data				
Science	Biology - Animals, including Humans	The Water Cycle	Physics - Electricity		Physics – sound		Chemistry - States of Matter			
History						Roman Empire and its impact on Britain		Anglo Saxons and Vikings		
Geography						Identify topographical features (mountains and hills) Field work World map Physical and human features		Locate counties and cities in the UK Human geography of cities Locate seas and oceans Environmental changes Great barrier reef		
Art	Drawing – Power Prints	Painting and Mixed Media – Light and Dark				Craft and Design – Fabric of Nature		Sculpture and 3D – Mega Materials		
Design and technology	Cooking and Nutrition – Adapting a recipe Structures – Make a pavilion					Mechanisms – Make a slingshot				

Music	Body & Tuned Percussion (Rainforests)	Changes in Pitch, Tempo and Dynamics (Rivers)	Rock N' Roll	Adapting & Transposing Motifs (Romans)	High Q (Music & Performance)	Samba and Carnival Sounds & Instruments
Computing	Music recording and production Computational thinking	Presenting information Computational thinking and coding.	Data Presenting information	Presenting information Advanced 2D animation Internet services and tools	Data Using the internet services Making music	Artificial Intelligence Computer systems and networks Computational thinking and code
Languages	French Greetings Naming Feelings	French Describing Numbers Classroom objects	French Musical instruments Objects and colours	French Classroom instructions Saying your age	French Days of the week Animals and pets	French Family Pets Household objects
PE	Swimming (Buzzards) Gymnastics Basketball and netball (Harriers)	Swimming (Harriers) Cricket Basketball and netball (Buzzards)	Football Fitness	Tag rugby Cricket	Quidditch Rounders (Harriers) Athletics (Buzzards)	Mini tennis Athletics (Harriers) Rounders (Buzzards)
RE	Buddhism Kathina	Islam Eid-ul-Adha	Christianity Lent	Sikhism Vaisakhi	Judaism Shabbat	Hinduism Janmashtami
PSHE	Being me in my World Being part of a class team Being a school citizen Rights, responsibilities and democracy (school council) Rewards and consequences Group decision-making Having a voice What motivates behaviour	Celebrating Differences Challenging assumptions Judging by appearance Accepting self and others Understanding influences Understanding bullying Problem-solving Identifying how special and unique everyone is First impressions	Dreams and Goals Hopes and dreams Overcoming disappointment Creating new, realistic dreams Achieving goals Working in a group Celebrating contributions Resilience Positive attitudes	Healthy Me Healthier friendships Group dynamics Smoking Alcohol Assertiveness Peer pressure Celebrating inner strength	Relationships Jealousy Love and loss Memories of loved ones Getting on and Falling Out Girlfriends and boyfriends Showing appreciation to people and animals	Changing Me Being unique Having a baby Girls and puberty Confidence in change Accepting change Preparing for transition Environmental change