Year 4

Reading

By the end of the year, Year 4 need to know:

Word Reading:

- Apply their growing knowledge of root words, prefixes and suffixes (etymology and morphology), both to read aloud and to understand the meaning of new words they meet
- Read further exception words, noting the unusual correspondences between spelling and sound, and where these occur in the word

Reading comprehension:

- Develop positive attitudes to reading, and an understanding of what they read, by:
  - listening to and discussing a wide range of fiction, poetry, plays, non-fiction and reference books or textbooks.
  - read aloud and perform, showing understanding through intonation, tone, volume and action
  - reading books that are structured in different ways and reading for a range of purposes
  - using dictionaries to check the meaning of words that they have read
  - increasing their familiarity with a wide range of books, including fairy stories, myths and legends, and retelling some of these orally
  - identifying themes and conventions in a wide range of books
  - discussing words and phrases that capture the reader's interest and imagination

Meet the team

Miss Johal, Class Teacher
Mrs Sheraz, Class Teacher

Maths

Number and Place value.

Pupils should be taught to:

- count in multiples of 6, 7, 9, 25 and 1000
- find 1000 more or less than a given number
- count backwards through zero to include negative numbers
- recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
- order and compare numbers beyond 1000
- identify, represent and estimate numbers using different representations
- round any number to the nearest 10, 100 or 1000
- solve number and practical problems that involve all of the above and with increasingly large positive numbers
- read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value

Addition and Subtraction.

Pupils should be taught to:

- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- estimate and use inverse operations to check answers to a calculation
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

Multiplication and Division.

Pupils should be taught to:

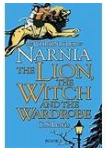
- recognising some different forms of poetry [for example, free verse, narrative poetry]

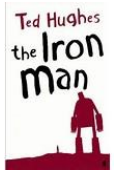
- understand what they read, in books they can read independently, by:
  - checking that the text makes sense to them, discussing their understanding, and explaining the meaning of words in context
  - asking questions to improve their understanding of a text
  - drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
  - predicting what might happen from details stated and implied
  - identifying main ideas drawn from more than 1 paragraph and summarising these
  - identifying how language, structure, and presentation contribute to meaning
- retrieve and record information from non-fiction
  - participate in discussion about both books that are read to them and those they can read for themselves, taking turns and listening to what others say.

Writing

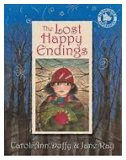
The texts we will use as inspiration are:

The Lion, the Witch and the Wardrobe by C. S. Lewis.



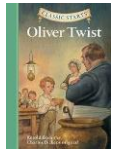


The Iron Man by Ted Hughes



The lost happy endings by Carol Duffey. Ann

Dragon Slayer (video stimulus)



Oliver Twist by Charles Dickens

We will use them to write:

- Narratives with issues and dilemmas, portal stories and from different viewpoints
- Recounts including diary entries and newspaper reports
- Playscripts
- Poetry
- Information texts

The Grammar and punctuation we will learn is:

- Grammatical differences between plural and possessive -s
- Standard English forms for verb inflections
- Appropriate choices for pronouns and nouns
- Fronted adverbials including accurate punctuation

- recall multiplication and division facts for multiplication tables up to 12 × 12
- use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers
- recognise and use factor pairs and commutativity in mental calculations
- multiply two-digit and three-digit numbers by a one-digit number using formal written layout
- solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects

Fractions.

Pupils should be taught to:

- recognise and show, using diagrams, families of common equivalent fractions
- count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number
- add and subtract fractions with the same denominator
- recognise and write decimal equivalents of any number of tenths or hundredths
- recognise and write decimal equivalents to □, □, □
- find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths

Reading for pleasure

Books we will enjoy reading together:

Music

During year 4, pupils will:

- to sing and play musically with increasing confidence and control.
- Paragraphs to organise ideas around a theme
- Use of speech marks to punctuate direct speech
- Apostrophes to mark singular and plural possession

Science

During Year 4, pupils will study:

States of matter:

In this topic we will learn all about materials and their properties to enable us to group them into solids, liquids and gases.

Sound:

As part of our sound topic, we will learn what sounds is, how it is made and how we hear. We will also investigate pitch and volume.

Living things and their habitats:

We will explore classification to enable us to create accurate keys to sort a variety of living things. We will also learn about how environments can change and the dangers this may cause to those who live there.

Animals including humans:

We will develop our understanding of the function of the human digestive system, human teeth and identify and create food chains.

Electricity:

In electricity, we will learn about types of electricity, their sources and the impact of these on our environment. We will also experiment with circuits discovering what materials make the best conductors.

- round decimals with one decimal place to the nearest whole number
- compare numbers with the same number of decimal places up to two decimal places
- solve simple measure and money problems involving fractions and decimals to two decimal places

Measurement

Pupils should be taught to:

- Convert between different units of measure
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- find the area of rectilinear shapes by counting squares
- estimate, compare and calculate different measures, including money in pounds and pence Mathematics – key stages 1 and 2 28 Statutory requirements
- read, write and convert time between analogue and digital 12- and 24-hour clocks
- solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Geometry – properties of shape

Pupils should be taught to:

- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- identify acute and obtuse angles and compare and order angles up to two right angles by size
- identify lines of symmetry in 2-D shapes presented in different orientations
- complete a simple symmetric figure with respect to a specific line of symmetry.

- develop an understanding of musical composition, organising and manipulating ideas within musical structures and reproducing sounds from aural memory.
- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- improvise and compose music for a range of purposes using the inter-related dimensions of music
- listen with attention to detail and recall sounds with increasing aural memory
- use and understand staff and other musical notations
- appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
- develop an understanding of the history of music

Instruments we learn to play:

Glockenspiel

Physical Education

During Year 4, pupils will:

- Use running, jumping, throwing and catching in isolation and in combination.
- Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending
- Develop flexibility, strength, technique, control and balance,
- Perform dances using a range of movement patterns
- Take part in outdoor and adventurous activity challenges both individually and within a team
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

By the end of Primary school, pupils will be taught to:

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively
- perform safe self-rescue in different water-based situations.

Some of the sports we take part in will include:

- Gymnastics,
- movement,
- fitness,
- dodgeball,
- football
- tennis,

Geometry – position and direction

Pupils should be taught to:

- describe positions on a 2-D grid as coordinates in the first quadrant
- describe movements between positions as translations of a given unit to the left/right and up/down
- plot specified points and draw sides to complete a given polygon

Statistics.

Pupils should be taught to:

- interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.
- solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Religious Education

During Year 4, pupils will study:

- **Why is Jesus inspiring to some people?**
- **What can we learn from the life of Buddha?**
- **Why are festivals important to religious communities?**
- **Why do some people think that life is a journey and what significant experiences mark this?**
- **What can we learn from religions about deciding what is right and wrong?**

Through these key questions, pupils will learn what the religions they study believe, items that are special to them and develop an understanding of key stories in the religion. They will learn about some of the celebrations that believers take part in and the meaning behind them

Personal, Social, Health Education

During Year 4, pupils will study:

Being me in my world.

In this topic we will learn about the importance of working together as a team and how our own actions can make a difference to our class team.

Celebrating Difference.

In this topic, we will reflect on when our first impressions of someone has changed over time and will be able to explain why it is good to accept people for what they are.

Dreams and Goals.

In dreams and goals, we will make plans and set new goals, learning what it means to be resilient and to have a positive attitude.

Healthy Me.

In the 'Healthy me' topic, we will explore how to recognise when people are putting us under pressure and learn ways to resist this when we want to. We will also identify feelings of anxiety and fear when associated with peer pressure.

Relationships.

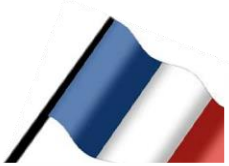
In our relationship's topic, we will identify our own and other varying views on animal rights issues and express our opinions and feelings on this.

Changing Me.

We will identify what we are looking forward to in year 5, reflect on the changes we would like to make in our learning and attitudes and describe how we will do this.

Modern Foreign Languages – French

During year 4, pupils will:



- 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
- present ideas and information orally to a range of audiences
- read carefully and show understanding of words, phrases and simple writing
- appreciate stories, songs, poems and rhymes in the language
- broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary
- write phrases from memory, and adapt these to create new sentences, to express ideas clearly
- describe people, places, things and actions orally and in writing Languages – key stage 2
- understand basic grammar appropriate to the language being studied, including (where relevant): feminine, masculine and neuter forms and the conjugation of high-frequency verbs; key features and patterns of the language; how to apply these, for instance, to build sentences; and how these differ from or are similar to English.

Topic

Globetrotters.	The Marauders.	Volts and Bolts.
During this topic, we will study the capital city - London!	During this topic, we will learn all about the Vikings and prepare for an epic playground battle!	During this topic, we will learn all about energy and create some electrifying games!
In history we will learn about the Romans and how they developed 'Londinium' and the huge impact they had on the UK as we know it now. In geography we will use map skills to explore London, making our own itinerary for our sightseeing trip. We will then compare what we have learnt in a global study where we will learn all about Rome. In art we will explore, design and create Roman mosaics that tell a story. In DT we will recreate the amazing colosseum, investigating materials that will create strong structures. In computing we will use 'Scratch' to design a maze based on our trip to London. We will design and then programme the maze using computational, coding and de-bugging skills.	In history we will learn all about the Vikings and Anglo Saxons. Exploring the invasions, battles and immersing ourselves in life as a Viking soldier! In geography we will explore all things extreme weather! Learning about how tsunami's and tornados are created, the destruction they cause and making our own tornado in a bottle! In art we will design and build our own Viking Longboats complete with figurehead and a sail. We will develop our woodwork skills to measure, cut and glue wood to create our boats. In DT we will learn about the clothing Vikings wore as well as designing and hand sewing a sail to complete our longboat. In computing we will further explore the weather where we live using data logging equipment. We will then analyse the results and present them in our own news weather report.	In history we will investigate the Anglo Saxons and the Scots, we will focus on the artefacts that were left behind and what these tell us about the way they lived all those years ago. In geography we will learn all the types of energy that enable us to live in Britain today. We will look at the impact that new technology and energy sources has on the world and our futures. In art we will study Roy Lichtenstein and will get creative designing our own pop art pictures. In DT we will apply our knowledge of electricity and circuits by making a wire loop game that buzzes when you touch the wire. In computing we will design our own toys. With the design brief of making an interactive toy for a 5-year-old, we will have to apply all of the skills we have learnt so far!

Things to look forward to!

A trip to London!

Visiting the I lab and designing your own game.

Design and build a Viking longboat.

Build a colosseum!

Competing with your class to see who can design the strongest bridge.

Design Roman mosaics!