































YEAR 4 – Long Term Plan 2022-2023

		TERM 1		TERM 2		TERM 3			
Driver Project	 <p>Invasion</p>	<i>Memorable experience</i>	The Ruin	 <p>Misty Mountain, Winding River</p>	<i>Memorable experience</i>	River visit	 <p>Ancient Civilisations</p>	<i>Memorable experience</i>	What is a civilisation?
		<i>Innovate Challenge</i>	Viking hoard		<i>Innovate Challenge</i>	Learn about the Lakes		<i>Innovate Challenge</i>	Exploring the Indus Valley civilisation
		<i>Geography</i>	Geographical sources		<i>Geography</i>	Rivers; Maps; Grid references; Contour lines; Physical processes – erosion, transportation and deposition; World rivers; Aerial images; Mountains; UK mountains; World mountains; Compass points; Water cycle; Soil; Altitudinal zones; Data analysis		<i>Geography</i>	<i>Covered in Companion Projects below</i>
		<i>A&D</i>	<i>Covered in Companion Projects below</i>		<i>A&D</i>	<i>Covered in Companion Projects below</i>		<i>A&D</i>	<i>Covered in Companion Projects below</i>
		<i>Computing</i>	<i>Covered in Companion Projects below</i>		<i>Computing</i>	<i>Covered in Companion Projects below</i>		<i>Computing</i>	<i>Covered in Companion Projects below</i>
		<i>D&T</i>	<i>Covered in Companion Projects below</i>		<i>D&T</i>	Mountain climbing equipment		<i>D&T</i>	<i>Covered in Companion Projects below</i>
		<i>History</i>	Roman withdrawal from Britain; Chronology of invasion; Anglo-Saxon invasion; Anglo-Saxon kingdoms, beliefs and customs; Religion; Everyday life in Anglo-Saxon Britain; Viking invasion; Everyday life in Viking Britain; Significant people – King Athelstan; Norman invasion; Legacy		<i>History</i>	<i>Covered in Companion Projects below</i>		<i>History</i>	Features of civilisations; Ancient Sumer; Ancient Egypt; Indus Valley civilisation; Artefacts; Timelines; New inventions and technology; Everyday life; Social hierarchy; Significant leaders; End of ancient civilisations
		<i>Music</i>	<i>Covered in Companion Projects below</i>		<i>Music</i>	<i>Covered in Companion Projects below</i>		<i>Music</i>	<i>Covered in Companion Projects below</i>
		<i>Science</i>	<i>Covered in Companion Projects below</i>		<i>Science</i>	<i>Covered in Companion Projects below</i>		<i>Science</i>	<i>Covered in Companion Projects below</i>
English	 <p>English – lesson content is derived using resources from The Write Stuff, Literacy Shed and Talk 4 Writing</p>								
	<p>NARRATIVE – The Incredible Book Eating Boy EXPLANATION – Digestion Journey</p>	<p>NARRATIVE – Bjorn the Viking Boy</p>	<p>POETRY – The River INFORMATION TEXT – The Whale</p>	<p>EXPLANATION – The Water Cycle NARRATIVE</p>	<p>NARRATIVE – Escape from Pompeii PERSUASIVE/ADVERT – Buying a pyramid</p>	<p>NARRATIVE – Journey of Iliona</p>			

<p>Maths</p>	 <p>WRM – Autumn</p>	<p>Block 1: Number – Numbers beyond 20, Negative numbers, Roman numerals; Block 2: Number – Addition and subtraction, Addition methods, Subtraction methods, Estimating and checking; Block 3: Measurement – Converting units, Length and height, Perimeter; Block 4: Number – Times tables, Multiplication, Division, Problems (multiplication and division)</p>	 <p>WRM - Spring</p>	<p>Block 1: Number – Times tables; Multiplication; Multiplication methods; Division methods; Problems (Multiplication and division); Block 2: Measurement – Area; Block 3: Number – Recognising, finding and making fractions, Equivalence, Counting and calculating with fractions, Addition with fractions, Subtraction with fractions; Block 4: Number – Fractions, decimals and percentages, Recognise, order and compare decimals</p>	 <p>WRM - Summer</p>	<p>Block 1: Number – Fractions, decimals and percentages, Recognise, order and compare decimals; Block 2: Measurement – Problems (measurement), Money, Converting units; Block 3: Measurement – Time, Converting units; Block 4: Statistics – Construct, read and interpret, Problems (statistics); Block 5: Geometry – Shape, Patterns and symmetry, Angles; Block 6: Geometry – Position, direction and coordinates</p>
<p>Science</p>	 <p>Digestive System</p> <p>Producers and consumers; Ecosystems; Food chains and food webs; Changes in ecosystems; Digestive system; Teeth types – incisors, canines, premolars, molars; Teeth health and dental hygiene; Working scientifically – Identifying and classifying, Observing changes over time, Comparative test, Pattern seeking, Research</p>	 <p>Sound</p> <p>Sound; vibrations; pitch and volume</p>	 <p>States of Matter</p> <p>Classifying solids, liquids and gases; Unusual materials; Particle theory; Change of state; Melting, freezing, evaporation and condensation; States of water; Measuring temperature; Investigating melting; Line graphs; Researching melting and boiling points; Working scientifically – Observing changes over time, Identifying and classifying, Pattern seeking, Comparative test, Research</p>	 <p>Grouping and Classifying</p> <p>Types of classification; Taxonomy; Understanding and creating classification keys; Animal kingdom; Plant kingdom; Classifying new discoveries; Working scientifically – Identifying and classifying, Pattern seeking, Research</p>	 <p>Electrical Circuits and Conductors</p> <p>Sources of electricity; Electrical devices; Electrical components; Series circuits; Complete and incomplete circuits; Conductivity; Conductors and insulators; Wired plugs; Incandescent light bulbs; Future of electricity; Working scientifically – Identifying and classifying, Pattern seeking, Comparative test, Research</p> <p><i>This project also covers the following D&T objectives;</i> Making switches; Programmable technologies; Programming a micro:bit; Designing and making a nightlight; Incorporating programming and circuits in products</p> <p><i>This project also covers the following Geography objective;</i> Sustainable energy sources</p>	
<p>A&D</p>	 <p>Contrast and Complement</p> <p>Colour theory; Colour wheel; Tertiary colours; Warm and cool colours; Complementary colours; Analogous colours</p>	 <p>Warp and Weft</p> <p>Weaving; Exploring yarns</p>	 <p>Vista</p> <p>Landscape; Perspective</p>	 <p>Animal</p> <p>Significance of animals in art; Drawing; Printing, Clay sculpture</p>	 <p>Statues, Statuettes and Figurines</p> <p>Figure drawing; Statues, statuettes and figurines; Sculptures from ancient civilisations; Clay work and sculpting</p>	 <p>Islamic Art</p> <p>Features of Islamic art; Motifs and patterns; High and low relief clay sculpture</p>

Computing	 Computing – lesson content is derived from Barefoot Computing (Y4 content includes; Staying safe online; Evaluating digital content; Algorithms and debugging)					
D&T	 Fresh Food, Good Food	Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks	 Functional and Fancy Fabrics	Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; Designing and making patterned and embellished fabrics. <i>This project also covers the following A&D objectives; Motifs and pattern; Nature; Block printing; Embroidery</i>	 Tomb Builders	Simple and compound machines
French	 French – lesson content is derived from Twinkl Premium Resources					
	Unit 1: All around town	Unit 2: On the Move	Unit 3: Going Shopping	Unit 4: Where in the World?	Unit 5: What’s the Time?	Unit 6: Holidays and Hobbies
Geography	 Interconnected World	Compass points; Four and six-figure grid references; Tropics of Cancer and Capricorn; Countries, climate and culture of North and South America; Significant physical features of the UK; Renewable and non-renewable energy; National Rail network; UK canal network; Fieldwork; Local enquiry	<i>Geography covered in driver project</i>		<i>Geography revision and retrieval practice</i>	
History	<i>History covered in driver project</i>		<i>History revision and retrieval practice</i>		<i>History covered in driver project</i>	
Music	 Music – lesson content is derived from Charanga (Kent Interactive Music)					
	Interesting Time Signatures	Combining Elements to Make Music	Developing Pulse and Groove Through Improvisation	Creating Simple Melodies Together	Connecting Notes and Feelings	Purpose, Identity and Expression in Music
PE	 PE – lesson content derived from Greenacres Resources (Y4 content includes; Hockey, Handball, Tri Golf, Tennis, Tag Rugby, Rounders, Netball, Multi Skills, Kwik Cricket, Football, Basketball, Badminton, Athletics, Gymnastics, Dance)					
PSHE	 PSHE – lesson content derived from Jigsaw					
	Jigsaw Piece 1 – Being Me	Jigsaw Piece 2 – Celebrating Difference	Jigsaw Piece 3 -Dreams and Goals	Jigsaw Piece 4 -Healthy Me	Jigsaw Piece 5 -Relationships	Jigsaw Piece 6 -Changing Me
RE	 RE – lesson content derived from Kent SACRE Curriculum					

	Unit L2.3 Why is Jesus inspiring to some people?	Unit L2.8 What does it mean to be a Hindu in Britain today?	Unit L2.5 why are festivals important to religious communities	Unit L2.6 Why do some people think that life is like a journey and what significant experiences mark this?	Unit L2.9 What can we learn from religions about deciding what is right or wrong?
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