

## English

### 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 & punctuation errors
- Evaluate own and others' writing
- Read own writing aloud

## English

### Reading

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

## Maths

### Number/Calculation

- Know all tables to  $12 \times 12$
- Secure place value to 1000
- Use negative whole numbers
- Round numbers to nearest 10, 100 or 1000
- Use Roman numerals to 100 (C)
- Column addition & subtraction up to 4 digits
- Multiply & divide mentally
- Use standard short multiplication

## English

### Grammar

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

### Speaking & Listening

- Articulate & justify opinions
- Speak audibly in Standard English
- Gain, maintain & monitor interest of listeners

### Drama

- Create roles showing how behaviour can be interpreted from different viewpoints
- Develop scripts based on improvisation
- Comment constructively on plays and performances



# Year 4

## Maths

### Geometry & Measures

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

### Data

- Use bar charts, pictograms & line graphs

## Maths

### Fractions, decimals & percentages

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

## P.E

Use running, jumping, catching and throwing in isolation and in combination

Play competitive games including: football, netball and cricket, modified as appropriate

Develop flexibility & control in gym, dance & athletics

Compare performances to achieve personal bests

Swimming proficiency at 25m

## History

### British History (taught chronologically)

Invaders of Britain: Anglo-Saxons & Vikings, including: - Roman withdrawal from Britain; Scots invasion - Invasions, settlements & kingdoms - Viking invasions

### Broader History Study

Earliest ancient civilisations of Ancient Egypt (linked to English writing)

## Science

### Biology

Classify living things

Digestive system & teeth

Food chains

### Chemistry

Changes of state

The water cycle

### Physics

Sound as vibrations

Electricity: simple circuits & conductors

## Computing

Design & write programs to achieve specific goals, including solving problems

Use logical reasoning

Understand computer networks

Use internet safely and appropriately

Collect and present data appropriately

## RE

What is the Church? What is God like? Who is Jesus?

(see separate framework for RE)



# Year 4

## DT

Use annotated sketches and prototypes to explain ideas and designs

Evaluate existing products and improve own work

Using and applying skills and techniques to solve problems

Understand seasonality; prepare & cook mainly savoury dishes

Understand the importance of a healthy and varied diet

## MFL

Listen & engage

Ask & answer questions

Speak in sentences using familiar vocabulary

Develop appropriate pronunciation

Show understanding of words & phrases

Appreciate stories, songs, poems & rhymes

Broaden vocabulary

## Geography

Learn about how a number of different natural and human forces impact on the landscape, the concepts of environmental interaction and erosion

Study a region of the UK (field trip to Swanage)

Use 8 points of compass, symbols, keys and map work

Use fieldwork to observe, measure & record

## ART

Use sketchbooks to collect record and evaluate ideas

Improve mastery of techniques such as drawing, painting and sculpture with varied materials

Learn about great artists, architects & designers

## Music

Use voice & instruments with increasing accuracy, control and expression

Improvise & compose music

Listen with attention to detail

Appreciate wide range of live & recorded music and begin to develop understanding of history.