


Bolham Primary School Curriculum overview for Year 4.

<p style="text-align: center;">Music</p> <ul style="list-style-type: none"> • Use voice & instruments with increasing accuracy, control and expression • Improvise & compose music • Listen with attention to detail • Appreciate wide range of live & recorded music • Begin to develop understanding of history 	<p style="text-align: center;">Art & design</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials • about great artists, architects and designers in history. 	<p style="text-align: center;">Religious Education</p> <ul style="list-style-type: none"> • Develop and understanding of inspirational people and consider Jesus and Muhammad as inspirational figures for Christians and Muslims • Explore family, community and important faith questions within Christianity and Islam. 	<p style="text-align: center;">Physical Education</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games, modified as appropriate • Develop flexibility & control in gym, dance & athletics • Compare performances to achieve personal bests • Swimming proficiency at 25m -(requirement at the end of Year 6)
<p style="text-align: center;">Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • Know all tables to 12 x 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 <p>Geometry & Measures</p> <ul style="list-style-type: none"> • 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 <p>Data</p> <ul style="list-style-type: none"> • Use bar charts, pictograms & line graphs <p>Fractions & decimals</p> <ul style="list-style-type: none"> • Recognise tenths & hundredths • Identify equivalent fractions • Add & subtract fractions with common denominators • Recognise common equivalents • Round decimals to whole numbers • Solve money problems 	<p><i>Together we aspire, together we achieve</i></p> 		<p style="text-align: center;">English</p> <p>Reading</p> <ul style="list-style-type: none"> • 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 <p>Writing</p> <ul style="list-style-type: none"> • 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 <p>Grammar</p> <ul style="list-style-type: none"> • Use wider range of conjunctions • Use perfect tense appropriately • Select pronouns and nouns for clarity • Use & punctuate direct speech • Use commas after front adverbials <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Articulate & justify opinions • Speak audibly in Standard English Gain, maintain & monitor interest of listeners
<p style="text-align: center;">History</p> <ul style="list-style-type: none"> • The achievements of the earliest civilisation - an overview of where and when • Ancient Greece - A study of Greek Life achievements and their influence on the Western World 	<p style="text-align: center;">Computing</p> <ul style="list-style-type: none"> • 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 	<p style="text-align: center;">Design & technology</p> <ul style="list-style-type: none"> • Use research & 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 & cook mainly savoury dishes 	<p style="text-align: center;">Geography</p> <ul style="list-style-type: none"> • Locate world's countries, focussing on Europe & Americas focus on key physical & human features • Study a region of the UK (not local area) • Use 8 points of compass, symbols & keys • Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc. Use fieldwork to observe, measure & record

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