YEAR 4 CURRICULUM MAP

	Α.	utumn	AR 4 CURRICULU		Sum	mor
Topic	It's all Greek!		Spring Romans		Summer North East	
20020						
Science	Animals including humans	States of Matter Materials Sieving; separating mixtures; filtering, evaporation, dissolving	Electricity _Circuits, switches and devices	Sound	Habitats and Food	chains
Computing	Computer Science - design, write and debug programs that accomplish specific goals. Use repetition in programs. Use logical reasoning to detect and correct errors in programs IT - collect data, analyse and evaluate information, select a variety of software to accomplish given goals Understand opportunities that computer networks offer for communication Digital Literacy - identify a range of ways to report concerns about content		Computer Science - use repetition in programs IT - presentation Digital Literacy - recognise unacceptable/unacceptable behaviour		Computer Science - control or simulate physical systems IT - select a variety of software to accomplish given goals, select, use and combine internet services Digital Literacy -understand how computer networks can provide multiple services, such as the World Wide Web and appreciate how search results are selected	
History	Ancient Greece, life and influence What did the Ancient Greeks do for me?		Roman Empire and impact on Britain Why did the Ancient Romans march through Durham?		Anglo Saxon and Scots Settlement What happened to Britain when the Romans left?	
Geography	Locational Knowledge – focus on Europe Greece		Place knowledge – human and physical - European country Italy		Locational Knowledge North East	
D.T.	Mechanism - make a moving character using pneumatics		Control - design and make an alarm— something which triggers a light or buzzer to come on		Cooking and Nutrition	
Art and Design	3D Sculpture- Greeks	PRINTING Approach in stages- Develop from studies. Greek designs	PAINTING Use different materials for different effects; Identify complimentary colours. Italian Artists	DRAWING Proportion Understand how shape ,colour and tone can be used to describe form; Observational drawing.	TEXTILES Materials; tie dye and printing. Combine different processes.	COLLAGE Use to explore wider themes. Use a range of techniques to develop a final image.
PE	Games On the Attack QCA Gymnastics Partner Work QCA	Games End Zone Durham Dance	Dance Indian Delight QCA Gymnastics Assessing Level 2/3 Unit 4 Tasks 1+2 Durham	Games Arc Rounders Durham Gymnastics	Games Mini Tennis 2 Durham Athletics Faster, Higher, Fur	OAA Communication Ch and Safely Across Durham
Music	Out of the Ark song 'The Olympians'. Action songs, ceremonial music to listen to and appraise. Percussion fanfares Song writing using familiar tunes about the water cycle. Information phrases + pulse to create raps. Descriptive percussion – water cycle sequences		Word rhythms (counting syllables) repeat, create textures. (say – play in ensemble) Listen to and appraise Italian music notated rhythms: using Roman/Italian words (foods, places, features)		Traditional songs: folk music – Lambton Worm, Bamburgh Dun Cow Tuned instruments: Anglo Saxon monks – plainsong: modes e.g. dorian – create chords/ melodic ideas	
MFL	Let's Go (QCA Unit 7) Talking about French speaking countries Saying where you go Saying how you travel Describing the weather		The Four Friends (QCA Unit 5) Saying what animals you have Describing colours Reinforce giving opinions		Life and Health (QCA Units 6/10) Talking about food and buying food Saying what sports and activities you do More opinions	
R.E.	How and why do religious people show care for others? Why do Christians call Jesus the light of the world?		What do Christians believe about Jesus? Why is Lent such an important period for Christians?		What do Christians believe about God?	
School Curriculum	WW1 and our local area Learning Outdoors				>	

Computing

Computer Science - Design programs that accomplish specific goals. Design and create programs. Debug programs that accomplish specific goals. Use repetition in programs. Use logical reasoning to detect and correct errors in programs Use Scratch to create an animation, linked to sport/literacy

IT - Collect data analyse and evaluate information, select a variety of software to accomplish given goals Survey on Health/Fitness. Take photos of what they are doing re health and fitness. Create promotional materials to advertise health/fitness/new gym opening in the area. Make a fitness video/TV advert to promote fitness

Understand opportunities that computer networks offer for communication Class blog about their health and fitness topic, (kidblog.org). Collate results and produce graphs to show findings. Put graphs, photos and findings into movie/presentation/ebook

Digital Literacy - Identify a range of ways to report concerns about content.

SWGFL Rings of Responsibility. New Class – Netiquette. Personal & Private Information

Computer Science - Use repetition in programs. Scratch – produce game with reference to Roman topic. Include repetition and loops. Turtle – create/design simple patterns using procedures

IT - Presentation to an audience of an aspect of Roman life. Create a menu for a Roman

banquethttp://cookit.e2bn.org/historycookbook/ Create a cookbook of recipes.
Interview with a Roman God/character – IPADs/Morpho – record what they might say

Digital Literacy - Recognise unacceptable/unacceptable behaviour SWGFL The Power of Words - Bullying Computer Science - Control or simulate physical systems. Use Flowol/Go or other flowcharting software to create control software to model an object e.g. lighthouse/ traffic lights

IT - Select a variety of software to accomplish given goals, elect, use and combine internet services. Research the local area to produce a website/e-book or brochure for tourists explain the attractions of their area/region

Digital Literacy -

Understand how computer networks can provide multiple services, such as the World Wide Web and appreciate how search results are selected SWGFL Keywords – Learning to search (For information on the NE), Whose is it, Anyway – Plagiarism