



BLUEBELL PRIMARY YEAR 4 CURRICULUM MAP

AUTUMN TERM

	English	Maths	Science	History	Geography	Music	Computing	Art	Design Technology
Ancient Egypt	<p>Tale of Quest – Setting</p> <p>Discussion</p>	White Rose Maths Hub	<p>States of matter Compare solids, liquids or gases. Observe that some materials change state when they are heated or cooled. The water cycle.</p>	<p>The achievements of the earliest civilizations e.g. Ancient Egypt</p>	<p>Location Knowledge Locate Egypt in maps/atlases On a world map locate desert regions. (Know what rainforest and temperate regions are) Study the environmental regions, key physical and human characteristics, countries and major cities</p> <p>Place knowledge Compare the physical and human geography of Ancient Egypt with the UK</p>	Follow Musical Express	Design and write programs to achieve specific goals, including solving problems.	<p>Collage work Embellishing using a variety of techniques, including drawing, painting and printing</p>	<p>Textiles product linked to topic Understand seam allowance. Join fabrics using running stitch, over sewing and back stitch. Explore fastenings and recreate some (for example sew on buttons and make loops). Produce a prototype using J cloths. Use appropriate decoration techniques (for example appliqué). Create a simple pattern.</p>
Materials and Sound	<p>Losing Tale-Description</p> <p>Non chronological report</p>	White Rose Maths Hub	<p>Sound Identify how sounds are made, associating some of them with something vibrating. Recognise that vibrations from sounds travel through a medium to the ear. Find patterns between the pitch of a sound and features of the object that produced it. Find patterns between the volume of a sound and the strength of the vibrations that produced it. Recognise that sounds get fainter as the distance from the sound increases.</p>			Follow Musical Express	Use logical reasoning.	<p>Sculpture Exploring paper techniques such as pop up books and origami Adding paper curlings or other objects to a surface to embellish</p>	



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SPRING TERM

	English	Maths	Science	History	Geography	Music	Computing	Art	Design Technology
Robots	<p>Defeating monster – character</p> <p>Instruction</p>	<p>White Rose Maths Hub</p>	<p>Electricity</p> <p>Identify common appliances that run on electricity.</p> <p>Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.</p> <p>Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.</p> <p>Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.</p> <p>Recognise some common conductors and insulators, and associate metals with being good conductors.</p>			<p>Follow Musical Expresss</p>	<p>Understand computer networks.</p>	<p>Colour</p> <p>Mix colours and know which primary colours make secondary colours</p> <p>Use more specific colour language</p> <p>Mix and use tints and shades</p>	<p>Construction materials product linked to topic</p> <p>Incorporate a circuit with a bulb or buzzer into a model.</p> <p>Create shell or frame structures, strengthen frames with diagonal struts.</p> <p>Make structures more stable by giving them a wider base.</p> <p>Prototype frame and shell structures</p> <p>Measure and mark square selection, strip and dowel.</p> <p>Use glue gun under supervision.</p>
France	<p>Finding Tale – suspense</p> <p>Explanation</p>	<p>White Rose Maths Hub</p>	<p>Describe the simple functions of the basic parts of the digestive system in humans.</p> <p>Identify the different types of teeth in humans and their simple functions</p> <p>Construct and interpret a variety of food chains, identifying producers, predators and prey.</p>		<p>Location knowledge</p> <p>Identify France on a map</p> <p>Identify topographical features of coasts and how they change over time</p> <p>Place knowledge</p> <p>Compare similarities and differences of coastal features in France and the UK</p> <p>Human and physical geography</p> <p>Understand the physical features of coasts, how they are formed and changed over time</p> <p>Look at land use, settlements and human impact of coastal regions</p> <p>Geographical skills</p> <p>Use ordnance survey maps to identify coastal features</p> <p>Use 4 figure grid references</p>	<p>Follow Musical Expresss</p>	<p>Use internet safely and appropriately.</p>	<p>Paintings</p> <p>Creating different effects by using a variety of tools and techniques such as dots, scratches and splashes</p> <p>Look at works by artists, pointillism, Jackson Pollock, Max Ernst.</p> <p>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</p>	



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SUMMER TERM

	English	Maths	Science	History	Geography	Music	Computing	Art	Design Technology
Anglo Saxons	Tale of Fear – Action Recount a letter	White Rose Maths Hub	Recognise that environments can change and that this can sometimes pose dangers to living things.	Britain's settlement by Anglo-Saxons and Scots	Look at types of settlement in Anglo Saxon Britain (Visit to West Stow)	Follow Musical Express	Collect and present data appropriately.	Sketch artefacts from Sutton Hoo. Develop close observation skills using a variety of view finders. Printing Recreating images through relief printing using card	<u>Food product linked to topic</u> Follow instructions. Join and combine a range of ingredients (for example snack foods). Work safely and hygienically. Understand a balanced diet. Measure and weigh food items.
Local area/Rivers	Warning Tale – Cliff hangers Persuasive	White Rose Maths Hub	Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.	Local History Study	Locate the main counties and cities around school locality Understand rivers, how to locate them on a map, why do people settle by rivers, different types of settlements, villages, towns and cities Visit to Whitlingham	Follow Musical Express		Drawing (eg pencil, charcoal, chalk, pastel) Drawing familiar things from different viewpoints. Using line, tone and shade to represent things seen, remembered or imagined eg 3D effect	



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