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	Theme 1	Theme 2	Theme 3	Theme 4	Theme 5	Theme 6
Driver	History 8 weeks	Science 7 weeks	Science 6 weeks	Geography 7 weeks	History 5 weeks	Geography 6 weeks
Theme Title	What did we learn from the Romans?	What happens to the food we eat?	Why is a Carnival so noisy?	Why is the River Tees so important?	Who was involved in the struggle for the Kingdom of England?	How and why has our town changed?
Why this topic and why now? (Rationale)	Developing chronological knowledge started in Year 3 and beginning to understand how historical knowledge is built up through a range of sources.	Building on KS1 and Y3 knowledge of the human body and beginning to learn about the important systems within. Moving on from identifying animals and beginning to think about how wider environments influence animal populations and food chains.	Children learn about sound and how it travels through the development of scientific enquiry skills taught in KS1 and Y3.	Develop understanding of physical geographical features by identifying key topographical features. Focusing on a local river to build on fieldwork and map skills from Y3. Knowledge is then extended to consider wider implications of flood defences and climate change around the world.	Continue developing chronological knowledge and creating a narrative from the end of the Romans through the Viking and Anglo Saxon struggle for the Kingdom of England.	Children use Middlesbrough to explore how physical and human changes can influence the growth and land use change within a town. Links very closely to the previous River topic and allows children to ask their own geographical questions and investigate their local area.
Enrichment	Roman battle re-enactment	Theatre	Visiting Scientist	River Tees Visit /Environment Agency Visitor	Performance	Local Area Visit Sports' week
Remembering Experience	Quiz		Parent work share		Museum in the Classroom	
Science	 the digestive system is identify the different to and their simple funct construct and interpresidentifying producers, 	types of teeth in humans tions et a variety of food chains,	 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 	 compare and group materials together, according to whether they are solids, liquids or gases observe that some materials change state when they are heated or cooled, and measure or 	 cells, wires, bulbs, swite identify whether or not simple series circuit, balamp is part of a comple 	es electrical circuit, its basic parts, including ches and buzzers. a lamp will light in a sed on whether or not the ete loop with a battery opens and closes a circuit whether or not a lamp

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	identify and name a vertheir local and wider e recognise that enviror this can sometimes po	nments can change and that ose dangers to living things.	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 source increases.	research the temperature at which this happens in degrees Celsius (°C) identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.	recognise some common conductors and insulators, and associate metals with being g conductors.	
Geography	 use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water. 	 identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle. understand geographical similarities and differences through the study of human and physical geography. describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts. 		 describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle. use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, 		 describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water. name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some

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History	The Roman Empire and its impact on Britain			including sketch maps, plans and graphs, and digital technologies.	 Britain's settlement by Anglo-Saxons and Scots. The Viking and Anglo- Saxon struggle for the 	of these aspects have changed over time. • a Local History Study: A study over time tracing how several aspects of national
	Romans				Kingdom of England to the time of Edward the Confessor. Vikings/Anglo Saxons/Celts	history are reflected in the locality (this can go beyond 1066). Land Use Change in Middlesbrough
Art	to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.	 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials to learn about great artists, architects and designers in history. 	to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.	 to learn about great artists, architects and designers in history. to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. 	to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.	to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
	Design and make a mosaic using ceramic tiles (History Link)	Study Damien Hirst and Antoni Gaudi. Replicate an animal collage in the style of Gaudi (Science Link)	Children to research, design and make their own carnival mask using different materials (English and Science Link)	Study Monet's river artwork. Compare to other artists. Create an impressionist style river picture (Geography/Science Link)	Buckles and Jewellery design, sketch Bayeux tapestry, illuminated letters (History Link)	Sketch a famous bridges and design their own art work based on the transporter bridge (Geography/History Link)
DT	use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit		understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]		 prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques 	 apply their understanding of how to strengthen, stiffen and reinforce more complex structures

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	for purpose, aimed at particular individuals or groups. • select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. • evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.		 understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]. select from and use a wider range of tools and equipment to perform practical tasks. select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities 		understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	 understand how key events and individuals in design and technology have helped shape the world. to learn about great artists, architects and designers in history.
			Design and make a carnival float with moving parts (English and Science Link)		Anglo Saxon Cookery (History Link)	Explore bridges around the world, build a bridge that can hold weight (Geography/History Link)
Computing	 understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for 	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including	 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. use sequence, selection, and repetition in 	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

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	communication and collaboration. use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	and presenting data and information. use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	collecting, analysing, evaluating and presenting data and information.	programs; work with variables and various forms of input and output.	 use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	
	Purple Mash Unit 4.2: E-Safety	Purple Mash Unit 4.1: Coding	Purple Mash Unit 4.4: Writing for Different Audiences Purple Mash 4.6: Animation	Purple Mash Unit 4.3: Spreadsheets	Purple Mash Unit 4.7: Effective Searching Purple Mash 4.5: Logo	Purple Mash 4.8: Hardware	
Music	 improvise and compo listen with attention t use and understand s appreciate and under 	ose music for a range of purpo to detail and recall sounds wi taff and other musical notati	ons uality live and recorded music	mensions of music		·	
	Mia	Charanga. Stop:	Charanga. Lean on ivie	Soligs for Vikilig play	Cildi dilga. Biackbilu	Rewind and Replay	
MFL	 listen attentively to spoken language and show understanding by joining in and responding explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help speak in sentences, using familiar vocabulary, phrases and basic language structures develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases present ideas and information orally to a range of audiences read carefully and show understanding of words, phrases and simple writing appreciate stories, songs, poems and rhymes in the language 						

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Rigo	lescribe people, places, olo Unit 7: Encore!	-	d in writing							
	olo Unit 7: Encore!		describe people, places, things and actions orally and in writing							
	1	Rigolo Unit 8: Quelle	Rigolo Unit 9: Les fêtes	Rigolo Unit 10: Où vas-	Rigolo Unit 11: On	Rigolo Unit 12: Le				
(Pe	eople and places)	heure est-il? (Time)	(Festivals)	tu? (Where are you	mange! (Eating)	cirque (Different				
				going?)		languages)				
PE • υ	use running, jumping, th	nrowing and catching in isola	tion and in combination							
• p	olay competitive games	, modified where appropriate	e [for example, badminton, ba	sketball, cricket, football, ho	ckey, netball, rounder and te	ennis], and apply basic				
p	orinciples suitable for at	ttacking and defending								
• 0	develop flexibility, stren	igth, technique, control and I	balance [for example, through	athletics and gymnastics]						
• p	perform dances using a	range of movement patterns	S							
• t	 take part in outdoor and adventurous activity challenges both individually and within a team compare their performances with previous ones and demonstrate improvement to achieve their personal best 									
• c										
	Tag Rugby	Indoor Athletics	Fitness	Tennis	Orienteering	Athletics				
	Gymnastics	Dance	Dodgeball	Football	Rounders	Cricket				
PHSE 0	nline technology	Online technology	Relationships: What	Keeping Safe: Good	Gender Stereotypes:	Gender Stereotypes:				
——————————————————————————————————————	afety: Photos of	safety: Taking care	makes a good friend.	and Bad Touch	Jobs	Mothers and Fathers.				
	myself online.	online		(NSPCC)						
	,		Relationships: Getting	, ,						
			on with family							
RE Wh	y is Jesus inspiring	Why do some people	What can we learn from	Why are festivals		What does it mean to				
= '= -	o some people?	think life is a journey?	religions about deciding	important to religious		be a Hindu in Britain				
	c come people.		what is right and wrong?	communities?		today?				