

Curriculum Provision Map							YEAR 4
Subject/Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Notes:
Literacy Tree	<i>Leon and the Place Between</i> <i>Until I met Dudley</i>	<i>FaRther</i> <i>Escape from Pompeii</i>	<i>Winters Child</i> <i>The Selfish Giant</i>	<i>Varmints</i> <i>The Lion and the Unicorn</i>	<i>Odd and the Frost Giants</i> <i>Gulliver</i>	<i>Shackleton's Journey</i> <i>Jabberwocky</i>	
Guided Reading	Literal Retrieval Dinosaur Fact file (Reference book) Shark Attack! (First Person Recount) The Black Death (Diary Extract) Japan (Children's Atlas) Twinkles Fairy Cakes (Recipe) Pet Care (Problem Page)	Deductive How the Sea Became Salty (Chinese Folktale) The Chimney Boy (Character Study) Ice Planet (Fantasy Adventure) Stop Bugging Me! (Science Text Book) The School Council (Leaflet) Robo- Dog (Advert)	Deductive Dear Madam (A letter of complaint) The Mystery of the Missing Mummy (A Play) The Battle of Misty Mountain (Blurb) The Eaglet has Landed (Narrative) Have You Noticed My Notice (Signs) Wish You Were Here (Post Card)	Inference A Purrfect Adventure (Newspaper Report) A Colourful Life (Poem) Greetings from Paradise Island (Holiday Brochure) The Storm (Narrative) Hey Diddle Diddle (Nursery Rhyme) Icarus and Daedalus (A Greek Myth)	Inference The Butterfly Lion (Michael Morpurgo) A Room with No View (Setting) Izzy Bright? (School Report) The Lost Sheep (Parable) Interview with an Evacuee (Recount) Is the Car a Star (Radio Debate)	Study Skills What kind of a learner am I? (Questionnaire) Welcome to Heywood Library (Library Sign) Castles 1 (Contents/ index pages) Castles 2 (Glossaries) X,Y and Z (Using a dictionary) Drafting a Sun poem (Using a thesaurus)	
Numeracy	<i>Number- Place Value.</i> <i>Decimals (& Place value)</i> <i>Number – Addition.</i> <i>Number – Subtraction.</i> <i>Geometry – properties of shape & angles</i> <i>Number-multiplication.</i> <i>Number-division.</i> <i>Number-fractions.</i>	<i>Measurement – Time.</i> <i>Measurement – Money.</i> <i>Measurement-Length & perimeter.</i> <i>Number-addition & subtraction (mental methods)</i> <i>Statistics: Data handling.</i> <i>Number – division and multiplication (facts)</i>	<i>Number- Place Value.</i> <i>Negative numbers & Roman numerals.</i> <i>Number – Addition.</i> <i>Number – Subtraction.</i> <i>Geometry – properties of 2D shape, perimeter & direction.</i> <i>Number-multiplication.</i> <i>Number-division.</i>	<i>Fractions (including decimals)</i> <i>Measurement – Time.</i> <i>Measurement-perimeter & Area.</i> <i>Number-addition & subtraction (mental methods)</i> <i>Measurement – Mass & Capacity.</i>	<i>Number- Place Value.</i> <i>Decimals (& Place value)</i> <i>Number – Addition.</i> <i>Number – Subtraction.</i> <i>Multiplication & division (mental methods)</i> <i>Number-fractions.</i>	<i>Measurement – Time.</i> <i>Measurement – Money.</i> <i>Measurement-perimeter & Area.</i> <i>Geometry – properties of 3D shape.</i> <i>Statistics: Data handling.</i> <i>Measurement – Mass & Capacity.</i>	
Religious Education	Themes Church-Family Confirm-Belonging Advent-Loving	Topic <i>People Called Gift</i>	Themes Church-Community Eucharist-Relating Lent/Easter-Giving	Topic <i>Community Giving/receiving Self-discipline</i>	Themes Pentecost-Serving Reconciliation-relate Church-World	Topic <i>New life Building bridges God's people</i>	

Science	<i>Electricity</i>	<i>States of Matter</i>	<i>Sound</i>	<i>Living things and their habitats</i>	<i>Animals including humans</i>	<i>The environment and different types of habitats</i>
	Study of a Famous scientist or inventor					
Computing	Handling Data	Handling Data	e-safety	Multimedia	Programming	Programming
	****Technology in our lives **** Technology in our lives ****Technology in our lives****					
Geography	<i>Water cycle - Mountains, rivers and coastal study.</i>		<i>Compare and contrast a European country/city to the UK.</i>		<i>Rainforests Physical and human impacts on a rainforest.</i>	
History		<i>THE ROMANS – Roman Britain and the fall of the Roman Empire.</i>		<i>ANGLO-SAXONS Life for a typical Anglo-Saxon family.</i>		<i>The Indus Valley Bronze age civilization.</i>
Art & Design Technology	<i>River Art CLAUDE MONET</i>	<i>Roman art and architecture- Mosaics</i>	<i>Portraits Great British portrait painters including landscapes</i>	<i>Artist Study Modern art: David Hockney</i>	<i>INDIA A study of Indian art and culture</i>	<i>Indian art and artefacts-Hindu Gods and temples</i>
Physical Education	<i>Multi-Skills- to use running, jumping, throwing & catching in isolation and in combination.</i>	<i>Competitive games-cricket, football, hockey, rounders, netball, tennis, rugby etc.</i>	<i>SWIMMING @Forest Hill Pools Use a range of strokes effectively. Be able to swim a distance of at least 25m</i>	<i>SWIMMING @Forest Hill Pools Use a range of strokes effectively. Be able to swim a distance of at least 25m</i>	<i>TEAM GAMES cricket, football, hockey, rounders, netball, tennis, rugby etc.</i>	<i>Athletics – develop flexibility, strength, skill, technique, control, balance and compete.</i>