

**St Luke's C of E (Aided) Primary School  
Year 4 Curriculum Planning, Summer 1  
2023-2024**

**Topic: Ancient Civilisations**

<b>Subject</b>	<b>Week 1 W/C 15<sup>th</sup> April</b>	<b>Week 2 W/C 22<sup>nd</sup> April</b>	<b>Week 3 W/C 29<sup>th</sup> April</b>	<b>Week 4 W/C 6<sup>th</sup> May</b>	<b>Week 5 W/C 13<sup>th</sup> May</b>	<b>Week 6 W/C 20<sup>th</sup> May</b>
<b>English –</b> How to Train your Dragon	<b>Recount</b>			<b>Descriptive writing</b>		
<b>GPS</b>	<b>Co-ordinating and subordinating conjunctions, main and subordinate clauses</b>			<b>Prefixes re- super- Suffixes –tion, -sion, -ssion</b>		
<b>Maths</b>	<b>Decimals A and B</b>			<b>Money</b>	<b>Time</b>	
<b>Science</b>	<b>Electricity</b>  <b>Pre-assessment</b>	<b>Electricity</b> To know common appliances that run on electricity	<b>Electricity</b> Know how to construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers	<b>Electricity</b> Know 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	<b>Electricity</b> Know some common conductors and insulators, and associate metals with being good conductors	<b>Electricity</b> Know that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit  <b>Post assessment</b>
<b>Computing</b>	<b>Formula wizard and formatting cells</b>  To know how to devise and construct databases using applications designed for this purpose in areas across the curriculum and make improvements based on feedback.	<b>Using the timer and spin buttons</b>  To know how to devise and construct databases using applications designed for this purpose in areas across the curriculum and make improvements based on feedback.	<b>Co-ordinates</b>  To know how to devise and construct databases using applications designed for this purpose in areas across the curriculum and make improvements based on feedback.	<b>Line graphs</b>  To know how to devise and construct databases using applications designed for this purpose in areas across the curriculum and make improvements based on feedback.	<b>Using a spreadsheet for budgeting</b>  To know how to devise and construct databases using applications designed for this purpose in areas across the curriculum and make improvements based on feedback.	<b>Using a spreadsheet for topic work</b>  To know how to devise and construct databases using applications designed for this purpose in areas across the curriculum and make improvements based on feedback.

	<p>To explore how the numbers entered into cells can be set to either currency or decimal.</p> <p>To explore the use of the display of decimal places.</p> <p>To find out how to add formulae to a cell.</p>	<p>To explore how tools can be combined to use 2Calculate to make number games.</p> <p>To explore the use of the timer, random number and spin button tools</p> <p>Using the timer and spin buttons</p> <p>To know how to devise and construct databases using applications designed for this purpose in areas across the curriculum and make improvements based on feedback.</p> <p>To explore how tools can be combined to use 2Calculate to make number games.</p> <p>To explore the use of the timer, random number and spin button tools</p>	<p>To understand how to use coordinates in computer programming.</p> <p>To understand how an IF statement works.</p>	<p>To use the line graphing tool in 2Calculate with appropriate data.</p> <p>To interpret a line graph to estimate values between data readings.</p>	<p>To use the currency formatting tool in 2Calculate.</p> <p>To use 2Calculate to create a model of a real-life situation.</p>	<p>To create a spreadsheet linked to some topic or maths work.</p>
<b>PSHE</b>	<p><b>Mental Health</b></p> <p>to identify a wide range of factors that maintain a balanced, healthy lifestyle mentally</p>	<p><b>Physical Health</b></p> <p>to identify a wide range of factors that maintain a balanced, healthy lifestyle physically</p>	<p><b>Physical Health</b></p> <p>what good physical health means and how to recognise early signs of physical illness</p> <p>that common illnesses can be quickly and easily</p>	<p><b>Physical Health</b></p> <p>how to maintain oral hygiene and dental health, including how to brush and floss correctly</p>	<p><b>Physical Health</b></p> <p>the importance of regular visits to the dentist and the effects of different foods, drinks and substances on dental health</p>	<p><b>Physical Health</b></p> <p>Post assessment</p>



	<p>To know how to use at least two different shots in a game.</p> <p>To know how to develop different ways of throwing and catching.</p> <p>To know how to adapt rules to alter the game.</p>	<p>To know how to use hand-eye coordination to strike a moving ball and stationary ball.</p> <p>To know how to move with the ball in a range of different techniques to show accuracy and fluency.</p>	<p>To know how to use a range of attacking and defending skills and techniques in a game.</p>	<p>To know how to vary the tactics they use in a game.</p> <p>To know how to use fielding skills as an individual to prevent a player from scoring.</p>	<p>success in a game situation.</p> <p>To know how to occasionally contribute towards helping their team to keep and win back possession of the ball in a team game.</p>	<p>techniques with control and accuracy.</p> <p>To know how to take part in a range of competitive games and activities.</p> <p>To know how to watch, describe and evaluate the effectiveness of performances, giving ideas for improvements.</p> <p>To know how modify their use of skills or techniques to achieve a better result.</p>
<b>Music</b>	<p><b>Lesson 1- The Anglo Saxons arrive</b></p> <p>To know how to sing in duos.</p>	<p><b>Lesson 2 – Alfred the Great and Athelstan</b></p> <p>To know the structure of a song and perform music to this.</p>	<p><b>Lesson 3 – Beowulf – Part one</b></p> <p>To know how to identify the tone of the music.</p> <p>To know how to identify music that’s written in minor or major keys.</p>	<p><b>Lesson 4 – Beowulf- Part two</b></p> <p>To know how to identify changes in tempo and tone.</p>	<p><b>Lesson 5 – Beowulf – Part three</b></p> <p>To know how to sing with expression</p>	<p><b>Lesson 6 – The year of the three kings</b></p> <p>To identify and perform different rhythms.</p>
<b>MFL – French</b>	<p>Visiting France – weather</p>	<p>Visiting France – cities</p>	<p>Visiting France – cities</p>	<p>Visiting France – airports</p>	<p>Visiting France – leisure activities</p>	<p>Visiting France – leisure activities</p>
<b>Art and design</b>	<p><b>Painting</b></p> <p>Experimenting with mixing paints and using a range of brushes</p>	<p><b>Painting</b></p> <p>Planning dragon painting</p>	<p><b>Painting</b></p> <p>Painting dragon work</p>			<p><b>Painting</b></p> <p>Evaluating work</p>

<b>Design and Technology</b>	<b>Materials and structures – creating a famous landmark</b>	<b>Materials and structures – creating a famous landmark</b> <i>Planning and preparing</i>	<b>Materials and structures – creating a famous landmark</b>	<b>Materials and structures – creating a famous landmark</b>	<b>Materials and structures – creating a famous landmark</b> <i>Evaluating work that the children have done</i>
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