



Emmer Green Primary School

Termly Curriculum Overview



Year 4 Summer 2024

English

Text genres:

- Recount texts
- Fiction writing based on a text
- Explanation texts
- Performance Poetry

Spelling, punctuation and grammar

- Conjunctions
- Determiners and apostrophes
- Semi-colons and colons

You can help your child by:

- Hearing them read everyday and logging on to Boom Reader
- Ensuring they complete Read Theory quizzes every week
- Checking their weekly spellings and reviewing common exception words

Topic—History / Geography

Ancient Romans

Learning about this ancient civilization, studying their lifestyle and cultural beliefs through:

- Looking at the history of Ancient Rome and its impact on modern day life
- Developing their understanding of the Roman invasion of Britain

Mathematics

- Addition and subtraction revision
- Revising methods used for multiplication and division
- Fractions
- Decimals
- Measurement, including money and time
- Comparing shapes and their properties
- Position and direction
- Problem solving and applying in a range of contexts
- Statistics including analysing and making graphs

You can help your child by:

- Supporting them with their homework, by ensuring they complete Mathematics every week
- Practising their multiplication tables regularly up to 12x12
- Solving real life problems involving shopping, money, measures and time

Science

Animals including humans

- Looking at the digestive system's different parts and their functions
- Investigating teeth and the particular functions
- Exploring tooth decay and positive dental hygiene

Sound

- Investigating different sounds, including how they are made and heard
- Looking at insulating sound

Our Roman Topic Day will be on Wednesday 3rd July (non-dress up day)

Music

- Ancient Roman music and instruments
- Songs about the Romans
- Morse Code
- Note names and values



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Computing

We are programmers

- Use logo to control an on screen turtle. Create programs by planning, modifying, and testing commands to create shapes and patterns.
- Create simple games using Scratch and look at the difference between count-controlled and infinite loops
- Use their knowledge to modify existing animations.

Art and DT

Textiles and Collaging

- Studying artists who work with textiles
- Using a range of materials and textiles
- Creating a piece using learned skills

Design & Technology

- Designing and creating an electronic 'Buzz Wire' game
- Creating an edible 3D insect

Religious Education

Sikhism

- Exploring how rules, codes and traditions shape a person's identity.

Christianity

- To understand how and if religious beliefs influence and encourage 'good' behaviour

Physical Education

- To develop hand-eye coordination skills in cricket and rounders, as well as teamwork and perseverance
- Apply skills to game situations, such as in cricket and rounders
- To develop a range of skills to use in athletic activities such as running, jumping and throwing.

Personal Social and Health Education

Economic Well-being

- Understand how to budget money in a real-life context.

Relationships and Changing Me

- Understand that jealousy is a negative emotion for me and others
- How to be a good friend and work on my friendships
- Understand how love feels and how loss can make you feel.
- Use memories of loved ones to help support my feelings of loss
- Puberty changes to the body in boys and girls (Term 6 - letter to parents to follow)

Modern Foreign Language (French)

- Talking about family
- Days of the week, months of the year and birthdays
- Discussing ordering food and drink at a restaurant