

LAYGATE COMMUNITY SCHOOL
YEARLY OVERVIEW
Year 4

	Autumn Term		Spring Term		Summer Term	
	1st Half	2nd Half	1st Half	2nd Half	1st Half	2nd Half
English	Fiction Fairy Tales/Traditional Tales ‘Lost Happy Endings’ by Carol Ann Duffy Non-Fiction - Persuasive texts/letters ‘Dear Greenpeace’ by Simon James ‘The Great Kapok Tree’ by Lynne Cherry Poetry ‘Walking with My Iguana’ by Brian Moses Christmas Text ‘Jesus’ Christmas Party’ by Nicholas Allan		Fiction Fantasy Stories ‘The BFG’ by Roald Dahl or ‘The Tear Thief’ by Carol Ann Duffy Non-Fiction - Recount/Diary Entry ‘The Matchbox Diary’ by Paul Fleischman Poetry – Cautionary Tale ‘Junk’ - The Story of Jasper O’Leary		Fiction - Stories set in other cultures ‘Cinnamon’ by Neil Gaiman Non-Fiction - Non-chronological reports ‘Elephants’, ‘Tigers’ by Usborne & ‘Tigress’ by Nick Dowson Poetry ‘Skimbleshanks’ by T.S. Elliot	
Maths	Basic Skills Number Sense Counting in multiples of 1000 Find 1000 more or less than a given number Recognise the place value of each digit in a 4-digit number Identify, represent and estimate numbers using different representations Round any number to the nearest 10, 100 or 1000 Additive Reasoning Add and subtract numbers with up to 4 digits using formal written methods of columnar addition and subtraction where appropriate Estimate and use inverse operations to check answers to a calculation Solve addition and subtraction two-step problems in contexts deciding which operations and methods to use and why Estimate, compare and calculate different measures, including money in pounds and pence Interpret and present discrete data and continuous data using appropriate graphical methods, including bar charts and time graphs Multiplicative Reasoning Count in multiples of 6, 7, 9, 25 and 1000 Recall multiplication and division facts up to 12 x 12 Use place value, known and derived facts to multiply and divide mentally including multiplying by 0 and 1, dividing by 1, multiplying together 3 numbers Recognise and use factor pairs and commutativity in mental calculations Solve problems involving multiplying and adding using the distributive law to multiply two-digit numbers by 1 digit, integer scaling and problems such as n objects connected to m objects Geometric Reasoning Compare and classify geometric shapes, including quadrilaterals and triangles based on their properties and sizes Identify acute and obtuse angles and compare and order angles up to two right angles by size Identify lines of symmetry in 2D shapes presented in different orientations		Basic Skills Number Sense Counting in multiples of 1000 Find 1000 more or less than a given number Count backwards through zero to include negative numbers Recognise the place value of each digit in a 4-digit number Order and compare numbers beyond 1000 Identify, represent and estimate numbers using different representations Round any number to the nearest 10, 100 or 1000 Solve number and practical problems that involve all of the above and with increasingly large positive numbers Additive Reasoning Add and subtract numbers with up to 4-digits using the written formal methods of columnar addition and subtraction where appropriate Estimate and use inverse operations to check answers to a calculation Solve addition and subtraction two-step problems in context deciding which operations and methods to use and why Estimate, compare and calculate different measures including money in pounds and pence Number Sense Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten Common equivalent fractions Add and subtract fractions with the same denominator Decimal equivalents $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ Dividing 1 and 2 digits numbers by 10 and 100 identifying the value of each digit Round decimals with one decimal place to the nearest whole number Compare decimals Multiplicative Reasoning Count in multiples of 6, 7, 9, 25, 1000, recall multiplication facts, mental and formal methods, factor pairs, solving problems, problems involving converting Geometric Reasoning Comparing and classifying geometric shapes including quadrilaterals and triangles, coordinates, translations, plotting specified points to complete a given polygon		Basic Skills Number Sense Counting in multiples of 1000 Finding 1000 more and 1000 less than a given number Count backwards through zero to include negative numbers Recognising the value of a digit in a 4-digit number Ordering and comparing numbers beyond 1000 Identify, represent and estimate numbers using different representations Rounding to the nearest 10, 100, 1000 Solving problems Convert between different units of measure Read, write and convert time between analogue and digital 12 and 24 hour clocks Solving comparison and sum and difference problems using bar charts, pictograms, tables and other graphs Additive Reasoning Formal methods to add and subtract where appropriate Inverse operations to check calculations Addition and subtraction 2-step problems Data including bar charts and time graphs Comparison and sum and difference problems from information presented in bar charts, pictograms, tables and other graphs Simple measure and money problems Number Sense Fractions (including decimals) Converting between units of measurement e.g. km to m Multiplicative Reasoning Counting in multiples Times table facts up to 12 x 12 Formal methods to multiply Fractions (including decimals) Converting - hours to minutes, minutes to seconds, years to months, weeks to days Geometric Reasoning Quadrilaterals and triangles Angles - recognising, comparing and ordering Lines of symmetry Area and perimeter	

Science	Human Digestion	States of Matter	Electrical Circuits	Sound	Living Things	Food Chains
Computing	OAK ACADEMY	OAK ACADEMY	OAK ACADEMY	OAK ACADEMY	OAK ACADEMY	OAK ACADEMY
	Computing Systems and Networks The Internet	Programming A Repetition in Shapes using PictoBlox	Creating Media Audio Production	Data & Information Data Logging	Creating Media Photo Editing	Programming B Repetition in Games - Pictoblox
History	Anglo – Saxons		Vikings		How did the Anglo-Saxon and Viking Era end? (Events leading to 1066)	
Geography	Rainforests			Using maps, Geographical Skills and Fieldwork (including OS Maps)		
Art	Rainforest Creatures (Collage & Printing)			Starry Starry Night – Van Gogh (Sketching)		
D&T	Embroidery (textiles)			Cams & Cranks – Moving Toys (mechanisms)		
	N.B. Y4 will access nutrition & cooking skills during Healthy Eating Week/PSHE					
PSHE	HEALTH AND WELLBEING What strengths, skills and interests do we have?	RELATIONSHIPS How do we treat each other with respect?	Living in the Wider World How can we look after the environment?	Living in the Wider World Who do we decide to trust online?	Healthy Minds Team We Eat Elephants	Physical Health What makes a balanced lifestyle?
RE	What do we know about the Bible and why is it important to Christians?	How and why is Advent important to Christians? Why do Christians call Jesus the light of the world?	What do Christians believe about Jesus? What do Christians believe about God?	What do Christians remember on Palm Sunday? Why is Lent important to Christians?	How and why do people show care for others?	Why do people go to Durham Cathedral? (mini unit)
Music	Charanga Musical Structures	Charanga Exploring Feelings WhenYou Play	Charanga Compose With Your Friends	Charanga Feelings Through Music	Charanga Expression and Improvisation	Charanga The Show Must Go On!
PE	Real PE Baseline Choose unit following assessment Daily Mile/In class exercises	Real Gym Unit 2 Daily Mile/In class exercises	Swimming Daily Mile/In class exercises	Swimming Daily Mile/In class exercises	Dance ‘Vikings’ Daily Mile/In class exercises	Rounders Daily Mile/In class exercises
MFL	Unit 4 Les animaux		Unit 5 Mon anniversaire		Unit 6 Le monde	