

KS2 Curriculum Overview

Year Group: 4

Term: Summer 2

Topic: Grand Designs	
RE	Sharing in the life of Christ: The Church as a community, Beliefs of the Universal church and religious customs around the world, Develop understanding of the importance of the Eucharist, Special Roles and Responsibilities given to people in the Church
English	Dilemma Stories and Information Texts, use and understand Y4 grammatical terminology- fronted adverbials, determiners, pronouns, adverbials, apostrophes to show possession, homophones, Spelling of Y3/4 word list.
Maths	Calculating Area and Perimeter of shapes, Number- comparing and ordering 4 digit numbers and decimals, Problem-Solving using all 4 operations including multi-step problems involving rounding, ordering and negative numbers, conversions between range of units of measure.
Spanish	Recall different modes of transport, Ask and answer questions relating to travel and present ideas to an audience.
PE	Competitive Games- apply basic principles of attacking and defending within netball, cricket and rounders, learn to recognise own successes and demonstrate improvement, Work as part of a team- communicating and collaborating as a team
Art/ Design & Technology	Aston Hall Designer Study – John Thorpe, Research work and compare style of Thorpe and other architects/designers from this historical period.
Science	Animals including humans – Know and understand parts of the Digestive System in humans, Identify different types of Teeth and their functions, Construct and interpret variety of Food Chains including producers, predators and prey recognition
History	Aston Hall- Investigate and research historical sources, Create timeline of significant events, Develop Historical Vocabulary and investigate changes in music and leisure from 1600 to the present day. Create a family tree.
Computing	E-Safety-reporting concerns, Design, write and debug programs that achieve specific goals. Use sequence, selection and repetition in programs and solve problems by breaking them down into smaller parts using Scratch. Create maze around house and gardens using a sprite.
Geography	Identify Geographical features of Location of Aston and Compare with an American Region- computer mapping. Use of 8 point compass , symbols and keys to build knowledge of UK and wider world.
Music	Learn and perform a variety of hymns and songs linked to topics with control of diction and pitch. Be able to use percussion instruments with increasing control and fluency. Brass Instrument lessons with Mr Bernie. Develop appreciation of range of traditions and composers and understanding of the history of music.