

# Long Term Planning - Curriculum Overview

Year Group: 4

Cotsford Primary School



	Autumn 1 Roman Invasion 	Autumn 2 Europe 	Spring 1 What did the Romans ever do for us? 	Spring 2 Why does Italy shake and roar? 	Summer 1 Smashing Saxons 	Summer 2 When the land meets the sea 
<b>Project</b>	Roman Invasion Driver subject: History	Europe Driver subject: Geography	What did the Romans ever do for us? Driver subject: History	Why does Italy shake and roar? Driver subject: Geography	Smashing Saxons Driver subject: History	When the land meets the sea? Driver subject: Geography
<b>Suggested texts</b>	Queen of Darkness - Tony Bradman	Wolf Brother - Michelle Paver	The Firework Maker's Daughter - Philip Pullman	The Iron Man - Ted Hughes	Giant - Kate Scott	Journey of the Pearl - Adam Bushnell
<b>Memorable experience</b>	Trip to a Roman fort	River visit	Rock hunt	Geologist	0.5.24 - Adam Bushnell workshop	Aquarium visit
<b>English</b>	Writing a meeting text Model text - The New Gladiator Non-fiction model text - Ancient Rome fact file Non-fiction text type - Information text Poetry - PS - John Agard PP - John Agard - Hopaloo kangaroo	Writing an adventure/quest story Model text - Ice Forest Film unit - The Dreadful Menace Non-fiction model text - Information about rivers and river safety Non-fiction text type - Poster Poetry -PF - Haiku	Journey story Model text - Lila and the Pirate Film unit - The Cloudmaker Non-fiction model text - Why pirates would make terrible neighbours? Non-fiction text type - persuasive letter	Writing a meeting text Model text - Nail Soup Film unit - Girl and Robot/Treasure Non-fiction model text - Peril in Pompeii Non-fiction text type - Newspaper report	Fantasy story Model text - Poppy, Waldo and the Giant Film unit - Lune et L'Autre Non-fiction model text - How to trap a Giant Non-fiction text type - persuasive letter	Warning story Model text - The Boat Film unit - The Catch Non-fiction model text - How a jellyfish stings Non-fiction text type - Explanation
<b>Maths</b>	Number - Place Value (4 weeks) Number- Addition and Subtraction (3 weeks)	Measurement - Area (1 week) Number- Multiplication and Division (3 weeks)	Number- Multiplication and Division (3 weeks) Length and Perimeter (2 weeks)	Fractions (4 weeks) Decimals (3 weeks)	Decimals (2 weeks) Measurement- Money (2 weeks) Time (1/2 weeks)	Geometry- Shape (2 weeks) Statistics (1 week) Geometry- Position and Direction (2 week)
<b>Science</b>	States of Matter Did the Romans use toilet roll?	Animals including humans Where does water go?	Electricity	Sound	Awe and Wonder How do smells get up your nose? What is spit for? How does toothpastes protect the teeth?	Living Things and their Habitats Are all sea creatures the same? How does pollution affect habitats?
<b>Geography</b>		What can we discover about Europe?		Why does Italy shake and roar?		Local fieldwork. What happens when the land meets the sea?
<b>History</b>	Why did the Romans march through County Durham?		What was daily life like for Romans?		What happened when the Romans left Britain?	

Art		Landscapes		Power Prints	Abstract Shape & Space	
DT	Slingshot cars - mechanisms		Roman Recipes & Cooking Methods		Healthy Eating	Fan Boats
Computing	 <p>Computer Systems and Networks - Connecting Computers; The internet.</p> <p>Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	 <p>Creating Media - Audio production</p> <p>Capturing and editing audio to produce a podcast, ensuring that copyright is considered.</p>	 <p>Programming A - Repetition in shapes</p> <p>Using a text-based programming language to explore count-controlled loops when drawing shapes.</p>	 <p>Data and Information - Data logging</p> <p>Recognising how and why data is collected over time, before using data loggers to carry out an investigation.</p>	 <p>Creating Media 2 - Photo editing</p> <p>Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.</p>	 <p>Programming B Repetition in games</p> <p>Using a block-based programming language to explore count-controlled and infinite loops when creating a game.</p>
Music	Interesting time signatures		Creating simple melodies together		Connecting notes and feelings	
MFL	Phonetics lessons 1-2 (C) and Presenting myself	Goldilocks and the Three Bears	My Family (I)	Vegetables (E)	My Home	At the Café (I)
PE	Games - End Zone Dance - Time to Erupt	Gymnastics-Partner work Sunderland-Football	Swimming Gymnastics	Swimming SP coach - Dance	Games-Zone Cricket OAA	Sunderland-Athletics Games-On the attack
PSCHE	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
RE Topics	What do we know about the Bible and why is it important to Christians?	Why do Christians call Jesus the light of the world?	What do Christians believe about Jesus?	Why is Lent such an important period for Christians?	How and why do people show care for others?	Why do people visit Durham Cathedral today?