Bloxwich Academy
'Be The Best You Can Be'

Curriculum Framework Overview Year 4

Curriculum Drivers

Culture – growth mindset, high standards, aspirational **Diversity** – celebrating the diversity of the community with strong PSHE and SMSC curriculums
Environment – independent learning, extensive vocabulary, incidental learning, developing cultural capital

Term	Autumn	Spring	Summer
PSHE	Dreams & Goals Being me in my World	Healthy Me Celebrating Difference	Relationships Changing Me
School Values and Attributes	Being the best you can be Law Abiding	Open Minded High Expectations We are a telling school	Independent Caring & Understanding Helpful & Respectful
Employer encounters links to topic	Historian Scientists and Engineers (STEM) Seamster/Seamstress/Tailor Manager Security Hospitality (WWFC) Graphic Designer Web Designer	Poet/Writer Archaeologist Doctor Electrician Programmer Engineer Surveyor Journalist	Dentist Waste and Water Management Conservation Town Planning Presenter Music Producer Doctor Marine Biologist
Diversity & Inclusion			
Topic Titles	**Invasion**	**Ancient Civilisations**	**Misty Mountain, Winding River**
Reading Whole Class Text	How to Train Your Dragon	George's Marvellous Medicine	The Lion, The Witch and The Wardrobe

Mathematics *Number* *Measurement* *Shape* *Statistics*	**Place Value** (represent numbers to 1,000, number lines, estimation, comparing numbers, ordering numbers, Roman numerals, rounding to 10, 100 and 1,000) **Addition and Subtraction** (add and subtract 1, 10, 100 and 1,000, add up to two 4-digit numbers with exchanges, subtract two 4-digit numbers with exchanges, estimating) **Measurement** (area, counting squares, making shapes, comparing areas) **Multiplication and Division** (multiples of 3, multiplying and dividing by 6, 7, 9, 11 & 12, multiplying by 1 and 0, multiplying three numbers)	**Multiplication and Division** (factor pairs, multiply by 10 and 100, divide by 10 and 100, related facts, multiply up to a 3-digit number by a 1-digit number, divide up to a 3-digit number by a 1-digit number, remainders) **Length and Perimeter** (measure in kilometres and metres, perimeter of rectilinear shapes, find missing lengths, calculate perimeter, perimeter of polygons) **Fractions** (understand the whole, count beyond 1, partition a mixed number, improper fractions, converting fractions, equivalent fractions, add two or more fractions, subtract two fractions, add fractions and mixed numbers, subtract from whole and mixed numbers) **Decimals** (tenths as fractions and decimals, number lines, divide a 1-digit and 2-digit number by 10, hundredths as fractions and decimals, divide by 100)	**Decimals** (make a whole with tenths and hundredths, partition, compare and order decimals, round to the nearest whole number, halves and quarters) **Money** (write money using decimals, convert between pounds and pence, compare money, estimate, calculate) **Time** (years, months, weeks, days, hours, minutes, seconds, convert between analogue and digital, convert to the 24hr clock, convert from the 24hr clock) **Shape** (angles, compare and order angles, triangles, quadrilaterals, polygons, lines of symmetry) **Statistics** (interpret charts, comparison, sum, difference, interpret line graphs, draw line graphs) **Position and Direction** (describe position using coordinates, plot coordinates, draw 2D shapes, translate on a grid)
Science	**Group and Classify Living Things** (group animals, vertebrates and invertebrates, classification keys, group plants) **Biology** (data collection A) **States of Matter** (solids, liquids, gases, changing states, measure temperature changes, the water cycle, evaporation)	**Sound** (vibrations, the ear, investigate sounds, explore volume and pitch) **Biology** (data collection B) **Electricity** (common appliances, build and draw series circuits, conductors and insulators, conductivity in circuits) **Energy** (sustainability)	**Biology** (data collection C) **Habitats** (living things and their habitats, classification keys animals, classification keys plants, human impact) **Deforestation** (sustainability) **The Digestive System** (human teeth, layers of teeth, mouth and oesophagus, stomach and small intestine, large intestine and rectum) **Food Chains**

					(what is a food chain, interpret food chains, draw food chains)	
Computing	Computing Systems and Networks *The Internet*	Creating Media *Photo Editing*	Programming *Repetition in Shapes*	Programming *Repetition in Games*	Data and Information *Data Logging*	Creating Media *Audio Editing*
History / Geography	Invasion (life in Britain after the Roman withdrawal, Anglo-Saxon invasion, kingdoms, Sutton Hoo, monasteries, the first Viking landing, Lindisfarne, King Athelstan, Norman invasion) Interconnected World (compass points, four and six figure grid references, tropics of Cancer and Capricorn, climates in North and South America, physical features of the United Kingdom, renewable energy, National Rail network, canals of Britain)		Ancient Civilisations (development of ancient Sumer, food and farming, inventions, Sumerian city states, hierarchy of ancient Sumer, the world's first emperor, ancient Egypt, city life in ancient Egypt, hierarchy of ancient Egypt, role of the pharaoh, tales from the tomb, comparing and contrasting ancient Egypt and ancient Sumer)		Misty Mountain, Winding River (journey of a river, river Trent, changing landscapes, rivers of the world, uses of rivers, mountains, mountain types, topography and contour lines, mountains of the United Kingdom, mountains of the world, mountaineering expedition)	
Art & Design / Design and Technology	Warp and Weft (exploring yarn, warp and weft, design and patterns) Contrast and Compliment (colour theory, colour in art, tertiary colours, warm and cool colours, complementary colours, analogous colours) Fresh Food, Good Food (food decay, preservation, packaging, diagrams and prototypes)		Tomb Builders (simple machines, wheels, axles, inclined planes, pulleys, levers) Statues, Statuettes and Figurines (3-D representation of the human form, exploring statues, statuettes and figurines, ancient sculpture, clay sculpture) Islamic Art (geometric motifs, creating patterns from a motif, stars in Islamic art, clay relief sculptures)		Vista (mountainous landscapes, atmospheric perspectives, warmth and coolness) Animal (drawing animals, animal patterns and textures, clay skills) Functional and Fancy Fabrics (design features of familiar products, William Morris, block printing, sewing a hem, embroidered embellishment)	
Religious Education	Keeping 5 Pillars (journey of life, five pillars of Islam, prayer, charity, fasting, Makkah, Muslim way of life) What is it like to be a Hindu? (Hindu artefacts, Hindu worship, sacred spaces, Diwali, symbolism of light)		Finding reasons to care through religious stories (what is fair and unfair, caring from songs, Zacchaeus, generosity, encouragement, Jesus, forgiveness, Easter story)		What is God like? What matters most in life? (journey of life, Hindu gods and goddesses, a Hindu journey, Christian communities, resurrection of Jesus, is death the end?) Christian Aid, Khalsa Aid and Islamic Relief (charities, Islamic Relief, Khalsa aid, positive difference in our lifetime, global religious charities, Christian aid)	
Physical Education	Hockey (develop basic fundamental skills, develop the correct push pass technique and how to receive the ball,		Football (develop basic fundamental skills, develop the correct passing technique and how to receive the ball, develop		Athletics (develop throwing and jumping for distance, use a variety of objects for the throws, develop the correct	

	develop the skill of dribbling, utilising the space effectively, changing direction and increasing speed) Gymnastics (continue practising and improving the quality of fundamental skills, practise a range of jumps off a variety of apparatus, improve the quality of individual balances, practise a range of paired balances) Dance (know the names and definitions of the 6 dance actions, creating a simple motif incorporating different levels and facings, incorporate formations into performances, work cooperatively with a partner to create a sequence) Fitness (develop the fundamental skills of coordination, endurance (stamina), balance, agility and speed, take part in a variety of circuits, focus on personal best and striving to be the best they can be)	the skill of dribbling, utilising the space effectively, develop their ability to mark a player, apply pressure and carry out a standing tackle, using laces as part of the shooting technique) Basketball (develop the basic fundamental skills of the game, develop the technique for the four different passes, develop their ability to dribble utilising the space available, begin to look at the set shot and lay-up techniques when shooting) Tag Rugby (focus on developing the basic fundamental skills, develop the correct passing technique and how to send the ball without breaking any rules, develop their ability to carry the ball, develop their ability to dodge using the side step technique) Striking & Fielding (practise striking and fielding skills, practise throwing overarm, underarm, catching, bowling and batting, develop their bowling and batting skills focusing on consistency)	technique and quality for all athletic events, complete running events that require both thought, speed and endurance) Swimming (learn a range of swimming skills and strokes, learn to perform a star float and work towards holding it for 3 seconds, learn to tread water for 10 seconds, learn to jump into the water, practise submerging in the water to touch the floor in the shallow end, perform a log roll) Tennis (develop sending and receiving skills, re-visit the technique for forehand and backhand groundstrokes, develop volleying techniques further)
MFL (French)	Review of Year 3 Pets At Home Going to School	In My Classroom Lunch at School School Subjects Sports and Hobbies	Play an Instrument The Weather and Seasons Fruits and at the Market
Music	Brass Instruments (clarinet, trombone, trumpet) Mamma Mia Abba	Brass Instruments (clarinet, trombone, trumpet) Lean on Me Bill Withers	Brass Instruments (clarinet, trombone, trumpet) Blackbird The Beatles
Cultural Capital Experience	Wolverhampton Wanderers (stadium visit for careers) Viking Workshop	The Wrekin (geography fieldwork) Hindu Temple	Malvern Hills (geography fieldwork) Woodlands Adventure

	(drama) Pep the Poet African Dance Workshop Firefighter Visit (SPARKS)	(RE visit)	(residential)
Cross Curricular Links	Writing – Viking linked topics (playscript, Norse myth) D&T – Anglo-Saxon weaving Measurement – Viking raid plan	Programming – Ancient Egyptian tomb game Sound – Tutankhamun's Tomb Writing – Egyptian links (Howard Carter's diary entry, how to mummify your best friend, non-chronological report) Multiplication Division – Instruction ingredients Wrekin Trip – Geographical enquiry skills	Audio Editing – Nature soundtrack Science / Geography – Deforestation Data Logging – Athletic scores Money / Writing – Leaflet prices Malvern Trip – Geographical enquiry skills