|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Art & Design * Use sketch books to collect, record and evaluate ideas
* Improve mastery of techniques such as drawing, painting and sculpture with varied materials
* Learn about great artists, architects and designers
 | Design & Technology* Use research and criteria to develop products which are fit for purpose
* Use annotated sketches and prototypes to explain ideas
* Select from and use a wide range of tools and equipment accurately
* Evaluate existing products and improve own work
* Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
* Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed; prepare and cook mainly savoury dishes
 | Geography * Name and locate counties and cities of the UK, geographical regions and their human, physical and topographical features
* Revise the position and significance of longitude, latitude, Equator, Tropics of Cancer and Capricorn, Arctic and Antarctic Circle
* Understand geographical similarities and difference through the study of human and physical geography of a region in the UK
* Describe and understand key aspects of physical geography including climate, rivers, mountains, volcanoes, earthquakes and the water cycle
* Describe and understand key aspects of human geography including types of settlement and land use
* Use the eight points of a compass, symbols and key (including OS maps) to build their knowledge of the UK and wider world
* Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs
 | Computing* Design, write and debug programs to achieve specific goals, including solving problems
* Use logical reasoning to explain how to detect and correct errors in algorithms and programs
* Understand computer networks including the internet and how they provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
* Use search technologies effectively, appreciate how results are selected and ranked
* Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
 | Languages* Listen to spoken language and show understanding by joining in and responding
* Explore the patterns of sounds of language through songs and rhymes and link the spelling, sound and meaning of words
* Present ideas and information orally to a range of audiences
* Read carefully and show understanding of words and phrases
* Appreciate stories, songs, poems and rhymes in the language
* Describe people, places, things and actions orally
 |
| History* The Roman Empire with a focus on its impact on Britain
* Ancient Greece – a study of Greek life and achievement and their influence on the western world
 | Physical Education * Use running, jumping, throwing and catching in isolation and in combination
* Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending
* Develop flexibility, strength, technique, control and balance
* Perform dances using a range of movement patterns
* Compare their performances with previous ones and demonstrate improvements to achieve their personal best
 | Music * Play and perform to a variety of audiences in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
* Improvise and compose music for a range of purposes using the theories of music e.g. pitch, dynamics etc
* Listen with attention to detail and record sounds with increasing aural memory
* Use and understand staff and other musical notations
* Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
 | Science* Working scientifically
* Living things and Habitats
* Animals including humans
* States of matter
* Sound
* Electricity
 |  |

Year 4 National Curriculum