

Computing *We are musicians:*

Pupils learn to create, program, produce and record digital music, incorporating percussive elements learnt in samba.



Numeracy



Multiplication & Division: Pupils explore and investigate the distributive property of multiplication, including multiplying three 1-digit numbers. They rehearse mental strategies to multiply and divide using place value and known/derived facts. Pupils learn the written method of short multiplication and division.

Discrete & continuous data: Pupils learn to read and interpret pictograms, bar charts and time graphs, before learning to construct their own to best represent sets of data. They use representations of data to identify information, make comparisons and draw conclusions.

Times Tables: Pupils continue to learn and practise their times tables up to 12x12. They use known facts and commutative law to recall at speed.



Sports: *Dynamic Dance:* Pupils learn a variety of movements, balances and styles before composing their own sequences, demonstrating coordination.

Fitness: *Bootcamp:* Pupils track their progress weekly on a range of exercises designed to improve overall fitness



Ark John Archer Curriculum Map



Autumn 2 – Year 4



R.E *Christianity:* Pupils discover the significance of the Bible as a source for Christian beliefs. They learn about Christian values, including the Ten Commandments.



Music *Samba:* Pupils learn to play a variety of percussive instruments, paying attention to tempo, pulse and beat to play in solo and as part of an ensemble. They listen carefully to their peers, maintaining a good sense of time.

Spanish Pupils learn to use the 1st and 2nd person, to ask and answer what, how and where questions.



History *Roman Britain: How have Romans influenced our country and culture today?* Pupils explore Roman civilizations in the UK, discovering who lived here, what life was like in the towns, and how each of the towns were connected. They explore Roman beliefs and values, and how this linked Britain to the rest of the Roman Empire. Pupils investigate how Romans have influenced our words, numbers, buildings, hobbies and the way in which communities are structured and operate.

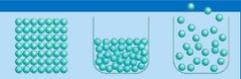


Design & Technology *Mechanisms:* Pupils explore a range of mechanisms using different levers and linkages before creating their own objects that are able to move.

Our value this half term: Respect



Science: *States of Matter:*



Pupils explore and compare the three different states, conducting investigations to discover how and why states may change, and whether the changes are reversible or irreversible. They investigate the processes of evaporation and condensation, how these occur and how these fit into the water cycle.

Literacy *Core Text:* Varjak Paw



Mystery and Mythical Story: Pupils are inspired by both the events of the core text and their learning about Roman History to compose stories with a sense of mystery. They draw upon a range of punctuation to convey a feeling of suspense and explore how carefully crafted descriptions can convey different atmospheres to the reader.

Non-chronological Report: Pupils conclude their learning about Roman Britain, drawing their knowledge together to answer the driving question on the left. They select relevant content for their writing and develop their ideas to provide a depth of information to the reader. Pupils distinguish clearly between fact and opinion and make links for the readers between different ideas.

PSHE *Relationships:* Pupils are taught to distinguish between playful teasing, hurtful behaviour and bullying (including online). They explore the concept of peer pressure and how to make independent decisions.

