

AWGS Year 4 Curriculum Map 2017-2018

Main Subjects	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	<u>States of matter</u> What is a solid, a liquid, a gas? Which liquid moves the fastest? What can we find out about gases? What happens when things are heated and cooled?		<u>Animals including humans</u> How many types of teeth have we got? What are their functions? How does the stomach work? What are food chains?	<u>All living things</u> How many different animals can we find in the wildlife area? How can we classify different animals? How are the animals suited to where they live?	<u>Sound</u> What happens to the sound of the drum when we get further away from it? Where in the school would be the best place to put fire alarms? What is a sound?	<u>Electricity</u> Hook: designing and making a product: a torch (link to WW2) What can electricity do? Which circuits will work? Can you repair the ones that do not work? What can we find inside a torch?
History	Vikings and the struggle for the kingdom of England to the time of Edward the Confessor				World War 2 and how our local area was involved TRIP - Wilton House PLAYHOUSE PERFORMANCE	
Geography		Volcanoes and Earthquakes	Rainforests TRIP - The Living Rainforest			
Art	Printing Viking patterns	Sculpture volcanoes	Painting - Rousseau Collage and drawing		Digital Media - WW2 photographs	
DT	Cooking Viking Bread			Money containers - sewing		Electric Making a torch

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<p>Computing</p>	<p>Programming Unit 1 - Scratch Animation</p> <p>Navigate the Scratch programming environment.</p> <ul style="list-style-type: none"> □ Create a background and sprite for a game. □ Add inputs to control their sprite. □ Use conditional statements (if... then) within their game. <p>Graphing (maths linked)</p> <p>Have regular opportunities to enter data into a graphing package and use it to create a range of graphs, and to interpret data across all subjects</p> <ul style="list-style-type: none"> □ To compare how different graphs can be used for different purposes 		<p>Programming Unit 2 - Logo</p> <p>Navigate the Kodu macro environment using keyboard and mouse</p> <ul style="list-style-type: none"> □ Create a 3D digital world for a game with land, water and scenery. □ Add a sprite to their world. □ Program their sprite to navigate their 3D world with an input. □ Create paths on which sprites will move. □ Use conditional statements ('if...then') to give objects behaviours <p>(Link to rainforests)</p>	<p>Branching databases</p> <p>search a branching database</p> <ul style="list-style-type: none"> □ create and use a branching database to organise, reorganise and analyse information □ compare the use of graphing software, branching database and card-based database for organising and interpreting data □ explore some real-life examples of branching databases, such as keys for animal identification 	<p>Music and Sound</p> <p>listen to a variety of radio programmes, evaluating their style</p> <ul style="list-style-type: none"> □ write a script for a radio programme □ plan and record audio for a radio program, eg interview, news broadcast, advert, cookery programme □ evaluate and re-record (maybe editing) □ maybe publish work online as a podcast 	<p>Digital Imagery</p> <p>import a photograph and explore the effects which can be created</p> <ul style="list-style-type: none"> □ use a range of visual effects such as filters, hues and painting over photographs. □ Create patterns and montages □ select areas and manipulate to give different effects
<p>RE = New units this year</p>	<p>Discovery RE: Theme: Beliefs and practices: How special is the relationship that Jews have with God? Religion: Judaism</p>	<p>Discovery RE: Theme: Christmas: What is the most significant part of the story for Christians today? Religion: Christianity</p>	<p>Understanding Christianity: Gospel</p>	<p>Understanding Christianity: Salvation</p>	<p>Understanding Christianity: Kingdom of God</p>	<p>Discovery RE: Theme: What is the best way for a Jew to show commitment to God? Religion: Judaism</p>

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	AND Christian Concepts Unpacked - Trinity Lks2 unit					
PE	Games - Invasion Games Dance - These shoes were made for walking	Games - Problem Solving and Inventing Games Gymnastics - Balance	Athletics - Unit 1 Dance - Giraffes can't dance	Games - Net, Court and Wall Games Gymnastics - Receiving Body Weight	Athletics - Unit 2 Gymnastics - Rolling	Games - Striking and Fielding Dance - Electricity
Music	Poetry Ancient Worlds	Around the world Time	Singing Spanish Building	Environment Food and Drink	Sounds Communication	Recycling In the past
PSHE	Our Happy School	Out and About	Looking Forward	My friends and family	Healthy Body and Healthy Minds	Ready, Steady, Go