



Westleigh Methodist Primary School – Year 4 Long Term Plan

With God, all things are possible – Matthew 19:26

Love Teamwork Thankfulness Generosity Peace Forgiveness Equality Justice



Autumn Term		Spring Term		Summer Term	
English					
Book as a Hook					
Escape from Pompeii	The Firework Maker's Daughter	Pugs of the Frozen North	The Tear Thief	Stitch Head	The Orchard Book of Greek Myths
Story Book					
Harry Potter and the Philosopher's Stone J.M.W. Turner: Meet the Artist Investigating the Digestive System A Christmas Carol Sound		The Wild Robot Treasure Island Electricity: Let's Investigate The Invisible Why is Ice Slippery?		The Boy at the Back of the Class See Inside Ancient Greece The Wind in the Willows Habitats Infographics	
Poetry					
The Sound Collector If I had Wings Strict (No Breathing in Class)		Please Do Not Feed the Animals A Child's Thought Island Man		The River Macavity, The Mystery Cat Vacation Cancellation	
Mathematics					
Number: Place value Order, compare and identify numbers up to four digits. Number: Addition and Subtraction Add and subtract numbers up to four digits using formal method. Solve addition and subtraction word problems.	Measurement: Area Find the area of rectilinear shapes by counting squares. Number: Multiplication and division Recall and use multiplication and division facts up to 12x table. Multiply two and	Measurement: Length and Perimeter Identify the perimeter of rectangles using length and width. Recognise equivalent lengths. Number: Fractions Recognise and show equivalent fractions. Add and subtract fractions with the same denominator.	Number: Decimals Recognise and write equivalent decimals of fractions. Round decimals with 1 decimal place to whole numbers.	Measurement: Money Estimate, compare and calculate different measures, including money in pounds and pence. Measurement: Time Convert between minutes and hours. Convert between analogue and digital.	Geometry: Properties of shape Compare and classify geometric shapes. Identify obtuse and acute angles. Compare and order angles by size. Identify lines of symmetry in 2D shapes. Geometry: Position and direction

	three digit numbers by a one digit number.			Statistics Interpret and present data using bar charts, time graphs, tables and pictograms.	Describe positions on a 2D grid as co-ordinates in the first quadrant. Describe movements between positions as translations of a given unit.
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Science

Animals including humans -Describe the simple function of the digestive system and identify the different parts. -Identify the different teeth and their functions. -Construct and interpret food chains.	Sound -Identify how sounds are made and explain how sound travels. -Identify ways to change the pitch of sound. -Investigate ways to absorb sound. -Recognise vibrations travel through a medium to the ear.	Electricity -Investigate and identify electrical appliances. -Explain ways electricity is generated. -Identify complete and incomplete circuits. -Sort materials into insulators and conductors. -Explain how a switch works.	States of matter -Compare and group materials together identifying solids, liquids and gases. -Observe changing states using temperature. -Identify and describe the stages of the water cycle.	Living things and their habitats -Group living things into a range of different ways. -Use classification keys to group animals. -Identify vertebrates and invertebrates. -Identify and group a variety of living things in the local environment. -Identify and group a variety of living things in the wider environment. -Describe environmental dangers.
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RE

Can religious teachings help us decide the best way to live? Christianity Judaism	How is Christmas celebrated in other cultures? Christianity Range of cultures	What do creation stories teach us about caring for the world? Christianity Hinduism Chinese	Warm Hearts: What does it feel like to experience God's presence? Methodist Unit Christianity	Where, how and why do people pray? Christianity Judaism Hinduism	How are faith communities represented in Wigan? Range of faiths
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History

Roman Britain Learn about the Roman Empire and its impact on Britain.	Geography unit, covering the following history links: Europe Learn about the history of some of Europe's most important architecture.	Ancient Greece Carry out an in-depth study of Ancient Greece, learning about Greek life and achievements and their influence on the western world.
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Geography

<p>History unit, covering the following Geography links:</p> <p>Roman Britain</p> <ul style="list-style-type: none"> -Locate Italy and the continent of Europe using maps. Locate the areas and countries that became part of the Roman Empire. -Use grid references to locate Roman landmarks in the UK. -Locate Roman roads on maps. -Locate Roman places in the UK and understand the origin of their name. 	<p>Europe</p> <ul style="list-style-type: none"> -Use maps, atlases, globes and digital maps to locate the countries and cities of Europe. Identify key human and physical features of European countries and their environmental regions. -Look at significant buildings, rivers and mountains in Europe. -Understand geographical similarities and differences through the study of human and physical geography of a region of the UK and a region in a European country (Italy). - Identify key human and physical features and key topographical features of Italy. Compare and contrast the geography of Italy with the UK. -Use the 8 points of a compass, 4- and 6-figure grid references, symbols and key to build knowledge of Europe. 	<p>History unit, covering the following Geography links:</p> <p>Ancient Greece</p> <ul style="list-style-type: none"> -Use maps, atlases, globes and digital maps to locate different regions of Greece. -Identify and locate significant human and physical features of Greece. -Discuss how the geography of Greece has changed over time.
Art		
<p>Drawing: Sketching volcanoes</p> <p>Artist influence: J.M.W. Turner</p> <ul style="list-style-type: none"> • To use shading and tone to create texture in drawing the effect of light e.g. chalk pastels. <ul style="list-style-type: none"> • To use cross- hatching. • Create accurate drawings including proportion e.g. people/ animal. • Computer generated drawings including patterns. <ul style="list-style-type: none"> • Work on a variety of scales. 	<p>Painting: European landmarks</p> <p>Artist influence: John Piper</p> <ul style="list-style-type: none"> • Select paints and implements appropriately to create different effects and textures with paint. <ul style="list-style-type: none"> • Create a painting from designs and show increasing independence and creativity with the painting process. • Use more specific colour language when making and matching colours e.g. tint, tone, shade, hue. 	<p>Digital Art: landscape of Greece</p> <p>Artist influence: David Hockney</p> <ul style="list-style-type: none"> • Use a painting program to make an image corresponding to their work in other art media. • Create a motif in lines and shapes, copy and paste to create a simple repeat pattern. • Experiment with colours and textures in a graphics programme. • Make an appropriate choice of filters to manipulate and create images. • Use a digital camera and combine a photo with drawing in a paint program.
DT		
<p>Structures</p> <p>Design, make and evaluate a Christmas gift box for a family member.</p>	<p>Electrical systems</p> <p>Design, make and evaluate a night light for a friend.</p>	<p>Mechanical systems</p> <p>Design, make and evaluate their own pneumatic toy.</p>

PE					
Invasion Games	Dance: Romans	Invasion Games: Hockey	Gymnastics: Movement	Striking and Fielding: Cricket	Athletics
To use running, jumping, throwing and catching in isolation and in combination. To communicate, collaborate and compete with each other.	To perform dances using a range of movement patterns. To compare their performances with previous ones and demonstrate improvement to achieve their personal best.	To play competitive games and apply basic principles suitable for attacking and defending. To communicate, collaborate and compete with each other.	To develop flexibility, strength, technique, control and balance through gymnastics. To compare their performances with previous ones and demonstrate improvement to achieve their personal best.	To play competitive games and apply basic principles suitable for attacking and defending. To communicate, collaborate and compete with each other.	To develop flexibility, strength, technique, control and balance through athletics.
PSHE					
Me and my relationships	Valuing Difference	Keeping Myself Safe	Rights and Responsibilities	Being my Best	Growing and Changing
Healthy relationships Listening to feelings Bullying Assertive skills	Recognising and celebrating difference (including religions and cultural difference) Understanding and challenging stereotypes	Managing risk Understanding the norms of drug use (cigarette and alcohol use) Influences Online safety	Making a difference (different ways of helping others or the environment) Media influence Decisions about spending money	Having choices and making decisions about my health Taking care of my environment My skills and interests	Body changes during puberty Managing difficult feelings Relationships including marriage
Computing					
Unit 4.1 - Coding	Unit 4.4 – Writing for different audiences Unit 4.7 – Effective Searching	Unit 4.5 – Logo Unit 4.8 – Hardware Investigators	Unit 4.6 – Animation Unit 4.9 – Making music	Unit 4.10 – Artificial Intelligence	Unit 4.11 – micro:bits
An online safety lesson will also take place at the start of each half-term (taken from unit 4.2 – Online Safety)					
French					
All Around Town	On the Move	Going Shopping	Where in the World?	What's the Time?	Holidays and Hobbies
Music					

Charanga unit: Musical Structures	Charanga unit: Exploring Feelings When You Play	Charanga unit: Compose with Your Friends	Charanga unit: Feelings Through Music	Charanga unit: Expression and Improvisation	Charanga unit: The Show Must Go on!
Wider opportunities percussion throughout the year learning to play the xylophone, samba drums and African hand drums					
Enrichment – Trip/visitor		Enrichment – Trip/visitor		Enrichment – Trip/visitor	
History Alive – Romans		Whitefield Synagogue		Manchester Science & Industry Museum	