





## Year 4 Curriculum Map



<b>Computing</b>	Designing and debugging programs	Use logical reasoning to explain how simple algorithms work	E-safety	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs	Understand computer networks, including the internet and how they can provide multiple services	Design, write and debug programs that accomplish specific goals
<b>History</b>		The Viking and Anglo-Saxon struggle for the Kingdom of England		Britain's settlement by the Anglo-Saxons and Scots		A depth study of Ancient Egypt
<b>Geography</b>	Locating countries, using maps to focus on North America. Physical and human geography countries and major cities			Locating and identifying countries and cities of the UK and their regions, thinking about how the land may have changed over time. Use of maps, atlases and compasses to locate geographical features.	Use of maps to locate countries and a focus on key physical characteristics	
<b>Art</b>		Sculpture – create a Viking long boat		Drawing - Explore relationships between line and tone, pattern	Painting – Create an underwater mural using different	



## Year 4 Curriculum Map



				and shape, line and texture.	techniques for marine life.	
<b>D&amp;T</b>	Textiles – weaving and designing dreamcatchers Inventor study – electricity focus		Cooking – using varied cookery techniques to create a balanced meal			Mechanisms – using pulleys and cams such as those used in building the pyramids
<b>PE</b>	Netball Real PE Swimming	Dance Real PE	Football/Hockey Real PE	Gymnastics Real PE	Tennis Swimming Real PE	Athletics – including sports day Real PE Swimming
<b>RSE</b>	Families People who care for me		Online Safety Physical and Mental Health Healthy Eating			Respectful Relationships
<b>Music</b>	Sing up	Sing up	Sing up	Sing up	Sing up	Sing up
<b>Modern Foreign Languages</b>	Spanish	Spanish	Spanish	Spanish	Spanish	Spanish