

Year 4 Autumn 2 Curriculum Sequence 2024 -



Science

Intent: To identify how sounds are made, how we hear, how sounds travel and volume of sounds.

SEQUENCE OF LESSONS

1. An Introduction to Sound: Identify how sounds are made, associating some of them with something vibrating.
2. How Sounds Travel: Recognise that vibrations from sounds travel through a medium to the ear.
3. Sound and Pitch: Find patterns between the pitch of a sound and features of the object that produced it.
4. Sound and Volume: Find patterns between the volume of a sound and the strength of the vibrations that produced it.
5. Sound and Distance: Recognise that sounds get fainter as the distance from the sound source increases.

Key Vocabulary: ear, hear, high, low, sound, quiet, loud, vibrate, vibrations, pitch, volume, travel

Impact: Children can explain how sounds are made, how we hear sounds, how sounds travel through air, the difference between volume and pitch.

Geography

Intent: To identify the features of a mountain

SEQUENCE OF LESSONS

Key Vocabulary: water cycle, evaporation, precipitation, condensation, hydro-electric power, crops, source, mouth, tributary, dam, irrigation, continent, country

Impact: Children can explain the key features of rivers and the water cycle, how humans affect rivers, how flooding affects humans and identify some of the world's longest rivers.

Art

Intent: To describe tint and shade, mix tints and shades, paint an object in 3D, sketch, paint with care and control.

SEQUENCE OF LESSONS

1. Tints and shades: To investigate different ways of applying paint. To mix tints and shades of a colour.
2. Three dimensions: To use tints and shades to give a three-dimensional effect when painting.
3. Painting techniques: To explore how paint can create very different effects.
4. Composition: To consider proportion and composition when planning a still-life painting.
5. Still life: To apply knowledge of colour mixing and painting techniques to create a finished piece.

Key Vocabulary: composition, hue, proportion, shade, shadow, still-life, tint, tone, three-dimensional, abstract, texture, landscape, portrait, vivid

Impact: Children can sketch and paint 3D objects showing an understanding of how colour can be used to show light and dark.

RE

Intent: learn about mor Hindu stories

SEQUENCE OF LESSONS:

1. To learn the sotroy of Manu and Matsya the fish
2. The understand the story of whaen Vedas was in Danger.
3. To identify and explain the symbols of Vishnu.
4. To understand how Hinduism has changed.
5. To understand the story of Arjuna when he is on the battlefield.
6. To understand the importance of Arjuna and Khrishna's conversation.

Key Vocabulary: Manu, Matsya, sacred, holy, symbols, souls, Vedas, journey, conch shell, precious, chakra, lotus, mace, offerings, priest, chanted, purity, infinit, sacrifices, blessings, Arjuna, warriors, exile, envy, battlefield, charioteer, blood raced.

Impact: Children can explain key events in the life of Buddha, important festivals, Wesak and the meanings of Buddhist symbols.

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PSHE

Intent: Children learn about being an important member of their class team.

SEQUENCE OF LESSONS

1. Becoming a class 'team': attitudes and actions make a difference.
2. Being a school citizen: being part of my school community, taking on a role in a group and contributing to the overall outcome.
3. Rights, Responsibilities and Democracy: understand how democracy works, recognising my contribution.
4. Rewards and Consequences: my actions affect myself and others, other people's feelings, empathising with them.
5. Our Learning Charter: democracy and groups come together to make decisions
6. Owning our Learning Charter: having a voice benefits the school community.

Key Vocabulary: Included, excluded, welcome, valued, team, rights, responsibilities, democracy

Impact: Children recognise the importance of working together as a team and respecting the contributions of others

Computing

Intent: Children know how to stay safe online, how to write and debug simple coding, how to use simple spreadsheets

SEQUENCE OF LESSONS

ONLINE SAFETY:

1. Going phishing: online identity, digital footprint

CODING:

1. Healthy screen time: positive and negative influences, balancing screen time
2. Design, Code, Test and Debug: create simple computer program
3. IF Statements: understanding how IF statements work
4. Co-ordinates: understanding how to use co-ordinates in programming
5. Repeat Until and IF/ELSE statements
6. Number variables: understand what a variable is, use a number variable
7. Making a playable game: review vocabulary and concepts, create a playable game

Key Vocabulary: Code, program, objects, attributes, debug, variables, IF statement

Impact: Children know how to stay safe online, children can program, create and debug a playable game, evaluate others games

PE

Intent: Children develop problem-solving skills whilst working in small teams, to perform a variety of floor and vault movements

SEQUENCE OF LESSONS

1. Team Games: working together in small groups, develop problem-solving skills
 2. The Masked Mass: describe how the body reacts at different times, how this affects performance
 3. Exploration Experiments: navigate round a space with growing confidence
 4. Anagram Antics: read a map with increasing accuracy and confidence within a time limit
 5. Symbol Circuits: create symbols that are effective for map reading
 6. Outstanding Orienteers: follow a map with increasing accuracy and confidence
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1. Jumps and Leaps :perform a range of jumps and leaps
 2. Rolls: perform a straddle forward roll and a backward roll to straddle correctly
 3. Vaulting: perform a straddle on vault correctly
 4. Round-offs: perform a lunge into cartwheel correctly
 5. Linking movements: link movements together by performing a straight jump full turn, a cat leap half turn and a pivot
 6. Performance: work in a small group to create and perform a gymnastics sequence with a theme

Key Vocabulary: challenge, team, map, symbols, orientation. Straddle, balance, forward roll, full-turn, half-turn, cat leap, pivot

Impact: Children can perform dances using a range of movement patterns in the context of planning a dance inspired by the theme of environmental issues
Children can play competitive games, and apply basic principles suitable for attacking and defending in the context of batting and bowling in rounders.

Music

Intent: learning to play chords on a ukelele and to other songs

SEQUENCE OF LESSONS

1. To play the chord of c, a and e
2. To play along to a familiar song with their own ukelele
3. To learn the note d and use in a song
4. To strum and pluck at different speeds
5. To note which notes are being played quickly or slowly
6. To play the chord Gmajor

Key Vocabulary: listen, appraise, compose, style, lyrics, performance, strum, pluck, neck, tuning forks

Impact: Children can recognise the style indicators of ABBA songs and compose a simple melody based on them.

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Language

Intent: Children learn about being an important member of their class team.

SEQUENCE OF LESSONS

1. Becoming a class 'team': attitudes and actions make a difference.
2. Being a school citizen: being part of my school community, taking on a role in a group and contributing to the overall outcome.
3. Rights, Responsibilities and Democracy: understand how democracy works, recognising my contribution.
4. Rewards and Consequences: my actions affect myself and others, other people's feelings, empathising with them.
5. Our Learning Charter: democracy and groups come together to make decisions
6. Owning our Learning Charter: having a voice benefits the school community.

Key Vocabulary: Included, excluded, welcome, valued, team, rights, responsibilities, democracy

Impact: Children recognise the importance of working together as a team and respecting the contributions of others

History

Intent: to learn about Cradle to Civilisation

SEQUENCE OF LESSONS

ONLINE SAFETY:

1. Going phishing: online identity, digital footprint

CODING:

1. Healthy screen time: positive and negative influences, balancing screen time
2. Design, Code, Test and Debug: create simple computer program
3. IF Statements: understanding how IF statements work
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6. Number variables: understand what a variable is, use a number variable
7. Making a playable game: review vocabulary and concepts, create a playable game

Key Vocabulary: Code, program, objects, attributes, debug, variables, IF statement

Impact: Children know how to stay safe online, children can program, create and debug a playable game, evaluate others games

