

Termly Overview Autumn 2020 –Y4

	Term 1								Term 2									
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7			
Maths	Place Value Count in multiples of 6, 7, 9. 25 and 1000. Find 1000 more or less than a given number. Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones) Order and compare numbers beyond 1000 Identify, represent and estimate numbers using different representations. Round any number to the nearest 10, 100 or 1000 Solve number and practical problems that involve all of the above and with increasingly large positive numbers. Count backwards through zero to include negative numbers. Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.				Addition and Subtraction Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. Estimate and use inverse operations to check answers to a calculation. Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why				Assessments	Length and Perimeter Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Convert between different units of measure [for example, kilometre to metre]		Multiplication and Division Recall and use multiplication and division facts for multiplication tables up to 12 x 12. Count in multiples of 6, 7, 9. 25 and 1000 Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers. Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.						Consolidation
English	All about me		Charlie and the Chocolate Factory		Harvest/poems or prayers	Assessments		Stone Age Boy		Letters/Instructions/SPAG activities		Stories in imaginary worlds (Christmas show themed ?)						
Science	Rocks and Soils for 2020								Animals (muscle and skeleton) for 2020									
History									Stone Age									
Geography	UK – Counties and Cities				Beyond the Magic Kingdom													
Computing	Ongoing programming and safety E safety – I am responsible. Programming- Espresso coding.								Handling Data – investigating sound. Multimedia – comic book									
Music	Charanga ; Harvest songs								Charanga ; Christmas performance									
RE	Expressions of belief								The life and teachings of Jesus (Christmas)									
PHSE	Jigsaw Unit 1 - Being me in my world								Jigsaw Unit 2 – Celebrating difference									
DT									Christmas Sewing/Textiles									
French	Jacques le Gourmand Days of the week Numbers Food								Greetings Name/Age How are you? Christmas									
PE	Real PE/Funs (Personal Skills) Swimming								Real PE/Funs (Social Skills)/Dance									
Art	Self Portraits/Harvest/Watercolours (Mary Anning P.183 AA)								Cave Paintings/Digital animations/Christmas crafts									