

Priory Junior School Year 4: Curriculum Map

Year Gp:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Learning Challenges Title	Dungeons and Dragons	A Golden Age	Human Beans		A River Wild	
English – Genres	Narrative – Story Settings Information Texts Poetry	Sequels Recounts Poetry	Author Study: Roald Dahl Performance Poetry Persuasion Explanation Texts		Narrative: Quests and Adventure Stories Discussion Texts Information Texts Poetry	
Mathematics	Please see Maths Curriculum Overview					
Science	How do we hear music?	How could we cope without electricity for one day?	What happens to the food we eat?		Which wild animals and plants thrive in your locality?	How would we survive without water?
History	Who were the Normans and why was William the Conqueror so important?	What would you have done after school 100 years ago?	Why were the Romans so powerful and what did we learn about them?			Research Cambridge over the last 100 years – using maps
Geography					Is Cambridge a Cool Place to Live?	Why is the Cam so important to Cambridge?
Art and Design	Printing: Bayeaux Tapestry	Animation	Collage: Mosaics		Painting and Drawing Paxton Pits: Photography, sketch and water colour Flowers and Trees – Georgia O’Keeffe	Painting and Drawing Water colour landscape paintings – Cambridge colleges and bridges

Design and Technology	Construction / Mechanics Design and make a Motte and Bailey castle / drawbridge	Mechanics Change a classic board game to have an electrical twist.	Mechanics Research, design and make a Roman weapon to use to capture a city Design and make a model to represent body's digestive system		Food Design and make a healthy snack for your trip to Cambridge Control and Monitor Models using software. Control traffic lights for bridge crossing.	Materials – Folds Design and make a new bridge for the River Cam
Computing	e-Safety: protecting myself and my friends online Programming: Create a game / app Multimedia: class comic Technology in our Lives: websites showing false information; key words for searching		e-Safety: information safe online; reporting; online comments Programming: Scratch – Etch a Sketch Technology in our Lives: hyperlinks / school network Handling Data: Datalogging; line graphs		e-Safety: secure passwords; online comments Programming: Kodu – create maths game Multimedia: create advert for Cambridge Handling Data: recording data in spreadsheets; branching databases	
Languages	French – Revision Core Unit 1	French – Unit A Animals	French – Unit B Food	French – Unit B Food	French – Unit C At School	French – Unit C At School
PSHE	Citizenship Rights, Rules and Responsibilities.	Healthy and Safer Lifestyles Safety Contexts. <i>Link to Electricity topic.</i>	Healthy and Safer Lifestyles Managing Risk.	E-Safety My Online Identity.	Healthy and Safer Lifestyles Sex and Relationship Education.	Myself and My Relationships Family and Friends.
RE	Christianity: What is it like to follow God? A focus on Noah.	Symbolism of light: Why is light important as a symbol of faith?	Stories From The Old Testament: Does God keep his promises?	Judaism: What influences the Jewish people?	Places of Worship: Why pray?	Hinduism: What stories and images of deities tell us about Hindu beliefs?
PE	Gymnastics: Flight Invasion Games: Quick sticks Hockey	Gymnastics: Vaulting and Sequences Invasion Games: Football and Tag rugby	Dance: Roman Team Building Swimming		Gymnastics: Rotation Net Games: Tennis	Striking and Fielding: Throwing and catching Kwik Cricket Athletics: Throwing, running and jumping (including Quadkids award Scheme)
Music	Mamma Mia	Glockenspiel Stage 2	Stop! / Lean on Me		Clarineo Instrumental Learning	Clarineo Instrumental Learning