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	Programming: (Multimedia Technology in our Live	rself and my friends online Create a game / app a: class comic es: websites showing false 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 A Animals	French – Unit B Food	French – Unit B Food	Revision
PSHE	Citizenship Rights, Rules and Responsibilities.	Healthy and Safer Lifestyles Safety Contexts. Link to Electricity topic.	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	What can we learn from sacred books across religions?	Symbolism of light: Why is light important as a symbol of faith?	New Year Traditions Across Faiths The Church Year: Is Easter a festival of new life or sacrifice?		Why do people pray? Christianity and Islam	
PE	Gymnastics : Flight Invasion Games :Quick sticks Hockey	Gymnastics: Vaulting and Sequences Invasion Games: Football and Tag rugby	Dance: Roman Team Building Netball and Football		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