



Autumn 2021	Spring 2022	Summer 2022
CUSP Reading <ul style="list-style-type: none"> The Queen’s Nose The Boy at the back of the class The Raven – Edgar Allen Poe 	<ul style="list-style-type: none"> Young, Gifted and Black Wind in the Willows Caged Bird Maya Angelou The Walrus and the Carpenter – Lewis Carroll 	<ul style="list-style-type: none"> Varjak Paw The girl who stole an elephant The Jabberwocky – Lewis Carroll
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) <ul style="list-style-type: none"> Third person adventure stories – builds on CUSP habitats Newspaper reports – builds on CUSP Anglo-Saxons and Viking struggle for England First person diary entries (imaginative) – builds on CUSP Vikings Poems which explore form Persuasive writing (adverts) Stories from other cultures – builds on CUSP world locations 	<ul style="list-style-type: none"> Poems which explore form Explanatory texts – builds on CUSP human digestion Critical analysis of narrative poetry Stories from other cultures – builds on CUSP World countries. Persuasive writing – builds on CUSP electrical systems 	<ul style="list-style-type: none"> Newspaper reports – builds on CUSP Ancient Egyptians First person diary entries (imaginative) – builds on CUSP Archaeologists and Tutankhamun Explanatory texts – builds on CUSP states of matter Critical analysis of narrative poetry. Third person adventure stories
Maths <ul style="list-style-type: none"> Place value Addition and Subtraction Measurement - Length and Perimeter Multiplication and Division 	<ul style="list-style-type: none"> Multiplication and Division Measurement - Area Fractions Decimals 	<ul style="list-style-type: none"> Decimals Measurement - Money Measurement - Time Statistics Geometry - Properties of shape Geometry - Position and Direction
Art and Design CUSP <ul style="list-style-type: none"> Drawing Printing 	<ul style="list-style-type: none"> Printmaking and textiles 3D 	<ul style="list-style-type: none"> NEW module School study or revisit previous module and sophisticate / elaborate.
Computing - Keychain <ul style="list-style-type: none"> Computer systems and networks Programming A 	<ul style="list-style-type: none"> Data Logging Editing Media - Audio 	<ul style="list-style-type: none"> Programming B Editing Media - Photos
Design and Technology - Kapow <ul style="list-style-type: none"> Food technology Electrical systems - torches 	<ul style="list-style-type: none"> Mechanical systems – slingshot car Structures - Pavilions 	<ul style="list-style-type: none"> Textiles - fastenings Digital world: Electronic charm
Geography - CUSP <ul style="list-style-type: none"> Rivers Latitude and longitude 	<ul style="list-style-type: none"> Latitude and longitude Water cycle 	<ul style="list-style-type: none"> Rivers revisited Fieldwork and mapping
History - CUSP <ul style="list-style-type: none"> Anglo-Saxons 	<ul style="list-style-type: none"> Vikings Ancient civilisation - Egypt 	<ul style="list-style-type: none"> Ancient civilisation - Egypt
Music - Kapow <ul style="list-style-type: none"> Body and tuned percussion Rock and Roll 	Music <ul style="list-style-type: none"> Changes in pitch, tempo and dynamics Haiku, music and performance 	Music <ul style="list-style-type: none"> Samba and carnival sounds and instruments Adapting and transposing motifs
MfL <ul style="list-style-type: none"> Parts of the Body My Village 	MfL <ul style="list-style-type: none"> Pets and Family Hobbies 	MfL <ul style="list-style-type: none"> Weather and big numbers Vive le revolution!
PE <ul style="list-style-type: none"> Swimming Football Gymnastics Badminton 	PE <ul style="list-style-type: none"> Hockey Dance Swimming Cricket 	PE <ul style="list-style-type: none"> Tennis OAA Rounders Tag Rugby
PSHE <ul style="list-style-type: none"> Rights and Responsibilities My Emotions 	PSHE <ul style="list-style-type: none"> Working Together Drug Education 	PSHE <ul style="list-style-type: none"> Personal Safety Managing change
B & V <ul style="list-style-type: none"> Sikhism - Gurus Christianity - Saviours 	<ul style="list-style-type: none"> Christianity - Mission Hinduism - Dharma 	<ul style="list-style-type: none"> Judaism - Covenant Christianity - Kingdom of God
Science - CUSP <ul style="list-style-type: none"> Living things and their habitats Electricity 	<ul style="list-style-type: none"> Animals, including humans 	<ul style="list-style-type: none"> Sound States of matter

YEAR 4 Autumn 2021				Weekly Science		
6/9	Geography	Rivers	Cycle 1	What are the characteristics of living things?	Living things and their habitats	
	Art	Drawing				
13/9	History	Anglo-Saxon Kingdoms				What animals are vertebrates?
	Art	Drawing				
20/9	Computing	Computer systems and networks				What animals are invertebrates?
	Art	Drawing				
27/9	Geography	Rivers		What groups are plants classified in?		
	DT	Food technology				
4/10	History	Anglo-Saxon Kingdoms		What is classification? How do I use a key?		
	DT	Food technology				
11/10	Computing	Computer systems and networks	What happens if the environment in a habitat changes?			
	DT	Food technology				
18/10	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits.					
25/10	Half Term					

1/11	Geography	Rivers	Cycle 2		Living things and their habitats
	Art	Printing			
8/11	History	Anglo-Saxon Kingdoms			
	Art	Printing			
15/11	Computing	Programming A		What appliances use electricity? What sort of power makes them work?	
	Art	Printing			
22/11	Geography	Latitude and longitude		What are the components in a simple series circuit?	
	DT	Electrical systems - torches			
29/11	History	Anglo-Saxon Kingdoms		What are the effects of changing circuit components and batteries?	
	DT	Electrical systems - torches			
6/12	Computing	Programming A			
	DT	Electrical systems - torches			
13/12	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits.				
20/12	Christmas break				

YEAR 4 Spring 2022				Weekly Science	
3/1	Geography	Latitude and longitude	Cycle 3	What teeth do humans have? What do they do?	Animals, including humans
	Art	Printmaking and textiles			
10/1	History	Vikings			

	Art	Printmaking and textiles	Cycle 4	How does our mouth and teeth help digestion? What's the process?	Animals, including humans
17/1	Computing	Data Logging		Can teeth tell us what animals eat?	
	Art	Printmaking and textiles			
24/1	Geography	Latitude and longitude		What are the parts of the digestive system? What do they do?	
	DT	Mechanical systems – slingshot car			
31/1	History	Vikings		How does digestion work? What's the process?	
	DT	Mechanical systems – slingshot car			
7/2	Computing	Data Logging		How does digestion work? What's the process?	
	DT	Mechanical systems – slingshot car			
14/2	Geography	Water cycle			
	Art	3D			
21/2	Half term				
28/2	History	Vikings	What are food chains How do they work?		
	Art	3D			
7/3	Computing	Editing Media - Audio	How do I construct and interpret a food chain?		
	Art	3D			
14/3	Geography	Water cycle	SUMMARY How are teeth, digestion and food chains connected?		
	DT	Structures - Pavilions			
21/3	History	Ancient civilisation - Egypt			
	DT	Structures - Pavilions			
28/3	Computing	Editing Media - Audio			
	DT	Structures - Pavilions			
4/4	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits.				
Easter break					

YEAR 4 Summer 2022			Weekly Science		
25/4	Geography	Rivers	Cycle 5	What is sound?	Sound
	Art	New module			
2/5	History	Ancient civilisation - Egypt		How does sound travel?	
	Art	New module			
9/5	Computing	Programming B		What is the pitch and loudness of sound?	
	Art	New module			
16/5	Geography	Rivers			
	DT	Textiles - fastenings			
23/5	History	Ancient civilisation - Egypt			
	DT	Textiles - fastenings			
30/5	Half Term				
6/6	Computing	Programming B	Cycle 6	What is matter? What does 'state' mean?	States of matter
	DT	Textiles - fastenings			
13/6	Geography	NEW - fieldwork and mapping		What are solids, liquids and gases?	
	Art	School study or revisit a module to sophisticate / elaborate			
20/6	History	Ancient civilisation - Egypt		Melting: how do materials change state?	
	Art	School study or revisit a module to sophisticate / elaborate			
27/6	Computing	Editing Media - Photos		Evaporating: how do materials change state?	
	Art	School study or revisit a module to sophisticate / elaborate			
4/7	Geography	NEW - fieldwork and mapping		Condensing: how do materials change state?	
	DT	Digital world: Electronic charm			
11/7	History	Ancient civilisation - Egypt	Summary: how do materials change their state of matter?		
	DT	Digital world: Electronic charm			
18/7	Computing	Editing Media - Photos			
	DT	Digital world: Electronic charm			
22/7	Summer break				