St Margaret's
CE Primary School

YEAR FOUR CURRICULUM OVERVIEW 2019/2020

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
SCHOOL VALUE	ACHIEVE & ASPIRE	RESPECT	LOVE	INDIVIDUALITY	PRIDE	HAPPINESS
SCIENCE	States of matter What makes water so amazing?	Animals including humans What happens to the food we eat?		Electricity From power station to laptop: how does electricity work?	Sound Why is music enjoyed by so many?	Living things and their habitat Which plants and animals thrive in your locality?
HISTORY	History of Theatre How has theatre changed in Britain from Roman times to present day?		The Roman Empire and its impact on Britain Why were the Romans so powerful and what did we learn from them?			Crime and Punishment from the Anglo Saxons to the Present Day Who were the early lawmakers?
GEOGRAPHY		Physical Geography Where would you choose to build a city?			Human Geography Why is Manchester such a cool place to live?	
ART & DESIGN	Painting Water colour and salt art 	Drawing – Sketches and studies of a city (charcoal focused) Sculpture- Clay faces	Mosaics - Mosaic art with Kate Rattray 	Sculpture – Roman portrait sculptures 	Painting – Manchester artist - Michael Gutteridge 	Painting – Manchester artist – Geogia O'Keefe
DESIGN TECHNOLOGY		Design and Make – A model that demonstrates how the digestive system works	Cooking and Nutrition – Cook a savoury dish by a famous chef	Design and Make – An electrical torch		Design and Make - A habitat for an animal of their choosing (papier mache)
MUSIC	The School will be following the Charanga Music Programme					
COMPUTING	Communication: Use emails, forums and blogs to communicate. To send and receive emails. Data Handling: Create line, bar and pie chart and edit the visual effects (Eg. Line graph to show evaporation of water over time.)	Word work Use tables and boxes for a specific audience. (Eg. Persuasive leaflet.) Insert hyperlink. **Which also uses:** Research: Use multiple tabs and windows to research. Communication: Use emails, forums and blogs to communicate.	*Working with images: Use a variety of programmes for one outcome. (Eg. Make a digital Roman mosaic using Paint *and* powerpoint.) Word work: Use tables and boxes for a specific audience in English. (Eg. A newspaper report.)	Working with images: Create a video presentation. (Eg. Make a Manchester film.) *Use programs with advanced tools. (Eg. Make a Roman Amphitheatre in the program Sketchup.) Sound – use audacity to record and manipulate sound (where timetable permits).	Computer Science (coding): Use the Scratch program to create a Pacman game.	*Networking: Understand how data is transferred and stored using cloud storage. *Working with images – Chn create their own animals/aliens according to the brief in Sculptris. (E.g. Cold planet with tall trees - animal has thick fur and long neck.)
PE	GAMES SWIMMING	DANCE SWIMMING	GYM SWIMMING	GAMES SWIMMING	SWIMMING GYM	SWIMMING DANCE
RE	Living: Unit 8 What does it mean to be a Hindu in Britain today	Living: Unit 9 What can we learn from religions about what is right and wrong?	Believing: Unit 3: Why is Jesus inspiring to some people?		Expressing: Unit 6 Why do some people think life is a journey?	
PSHE	Building healthy relationships	Building healthy bodies	Building healthy environments	Building healthy communities	Building a healthy future	SRE – Growing and changing
LANGUAGES	FRENCH	FRENCH	FRENCH	FRENCH	FRENCH	FRENCH