



Sandhills Community Primary
School
Year Four Curriculum

Introduction

This document contains specific information about the Year Four curriculum at Sandhills Primary School. Please see the Curriculum Overview document ([link here](#)) for wider curriculum information including our:

- Curriculum Statement
- Foundation subject information - progression documents, subject statements
- SEND information

Sept 2020 - Due to restrictions caused by Covid 19, there are some temporary changes to some aspects of this document including school visits and visitors.

Sandhills Primary School - Cornerstones topic choices Sept 2021

Year group	Term one	Term two	Term three	Term four	Term five	Term six
Whole school focus	Black History Month	Chosen charity event Remembrance Day Anti-bullying	Random acts of kindness Feb 14th - 20th	International Women's Day Science Day World Book Day	Eco Week/Day Chosen charity event	Windrush Day Pride Month Arts Week tbc
Key religious festivals	Rosh Hashannah	Christmas Diwali (4th Nov) Hanukah(29th Nov)		Easter Passover 15th - 23rd Apr Ramadan		
EYFS	All about me	Let's celebrate	Once upon a time	Help! Help!	Old MacDonald had a farm	Off to outer space
Year One	Superheroes	Memory Box	Moon Zoom	Dinosaur	Enchanted Woodland	Splendid Skies
Year Two	The Scented Garden	Muck, Mess and Mixtures	Land Ahoy!	Wriggle and Crawl	Beachcomber	Towers, Tunnels and Turrets
Year Three	Tribal Tales	Predators	Heroes & Villains	Gods and Mortals	Tremors	Flow
Year Four	Burps, Bottoms & Bile	Traders & Raiders	Playlist	Blue Abyss	Misty Mountain Sierra	I am Warrior!
Year Five	Alchemy Island	Pestilence	Stargazers	A Child's War	Scream Machine	Time Traveller
Year Six	ID	Victorian Revolution	Frozen Kingdom	Bloodheart	You Are Awesome	Hola Mexico

Long Term Plan Overview

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Topic	Burps, Bottoms & Bile	Traders & Raiders	Playlist	Blue Abyss	Misty Mountain Sierra	I am Warrior!
Whole school focus	Black History Month	Chosen charity event Remembrance Day Anti-bullying	Random acts of kindness Feb 14th - 20th	International Women's Day Science Day World Book Day	Eco Week/Day Chosen charity event	Windrush Day Pride Month Arts Week tbc
English	Alice's Adventures of Wonderland Persuasive writing, Narrative: Journey Stories (character focus)	<i>The Dragon's Hoard: Stories from the Viking Sagas</i> Information Text, Narrative	Newspaper reports, Narrative, Poetry	<i>No Dinner! The story of the old women and the pumpkin</i> Journey Stories, Poetry (different forms: rhyming couplets, kennings, Clerihews)	<i>King of the Cloud Forests</i> Explanation Texts, Narrative: Setting focus	<i>The Thieves of Ostia</i> Recounts, Narrative
Maths	Place value and addition & subtraction	Multiplication & division and perimeter	Multiplication & division and area	Fractions and decimals	Decimals, money and time	Statistics, properties of shape and position & direction
Science	Animals, including humans & Working Scientifically	Scientist and Inventors & Working scientifically	Sound & Working Scientifically	Living things and their habitats & Working Scientifically	States of matter & Working Scientifically	Electricity & Working Scientifically

PSHE	Being me in my world.	Celebrating difference inc anti-bullying	Dreams and goals	Healthy me	Relationships	Changing me
History and Geography	Science based topic	Anglo- Saxons and Vikings	Locations of countries	Seas and oceans of the world; The Great Barrier Reef; Environmental issue	Using maps; Human and physical geography	Romans
RE	Hinduism - Do Murtis help Hindus understand God?	Does the Christmas narrative need Mary?	Is a holy journey necessary for believers?	Should believers give things up?	Did Jesus really do miracles?	Does prayer change things?
PE	Invasion games - hockey. OAA	Invasion games - netball. Gymnastics.	Tennis (net and wall games) Dance	Athletics Yoga	Athletics / swimming Dance	Athletics / Swimming Rounders (striking & fielding)
Art		Clay Anglo-Saxon Pots	Patterns and print - - polystyrene sheets	Resist paste and Batik	Textiles - Weaving	Drawing - Anthony Gormley sculpture
DT	Designing, making and evaluating Hats - Mad Hatter's Tea Party.	Building with wood Viking catapult				Roman food
Music	Mamma Mia 70s and 80s pop	Glockenspiel Stage 2	Stop!	Lean on me - Gospel Music	Blackbird	Reflect, rewind and replay- Western Classical Music
Computing	E-safety	Coding	Photo editing	Coding	Audio editing	The internet
French	Recap previous learning	Animals and Christmas	Food	At school	Playtime	French Fun

Topic Webs for each term are available on the school website
[https://sandhills.oxon.sch.uk/curriculum-information/curriculum-maps/](https://sandhills.oxon.sch.uk/curriculum-information/curriculum-map/)

				Animals to school	KS1 Music Festival tbc	Visit to Oxford Castle
	Tribal Tales	Predators	Heroes and Villain	Gods and Mortals	Tremors	Flow
Y3	Biscuit Henge Houses				Ashmolean Museum	Salter's Steamers Boat Trip
	Burps, bottoms and bile	Traiders and Raiders	Playlist	Blue Abyss	Misty Mountains	I am a Warrior
Y4	Visit from STEM Ambassador	Metro Bank visit Trade Fair				Harry Potter Museum
	Alchemy Island	Pestilence	Stargazer	A Child's War	Time Traveller	Scream Machine
Y5	Visit from a Games Designer	Medieval Day RE Inspired		Residential visit	School Nurse visiting Outdoor Learning	Thorpe Park
	ID	Victorian Revolution	Frozen Kingdom	Bloodheart	You Are Awesome	Hola Mexico
Y6	Forensic Afternoon with visiting Forensic Investigator Fingerprinting		Roald Dahl Day Visit to Roald Dahl Museum	Creating a class newspaper	You Are Awesome Residential Visit	Cooking a Mexican two course meal IMPS Junior Citizen

English

Year Four English Curriculum Map

Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Burps, Bottoms & Bile	Traders & Raiders	Playlist	Blue Abyss	Misty Mountain Sierra	I am Warrior!
Writing Genres - fiction and non-fiction	Persuasive writing (in a letter) Journey stories	To follow	Posters and information leaflets Short stories	Biographies Story writing	Recounts	Newspaper Reports
Class Story	Mr Penguin & the Lost Treasure, by Alex T. Smith	There's a Viking in My Bed, by Jeremy Strong	Why Beethoven threw the stew by Steven Isserlis	To follow	King of the Cloud Forests by Michael Morpurgo	The Thieves of Ostia, by Caroline Lawrence

Maths

WRM – Year 4 – Scheme of Learning 2.0s



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Number: Place Value				Number: Addition and Subtraction			Measurement: Length and Perimeter	Number: Multiplication and Division			Consolidation
Spring	Number: Multiplication and Division		Measurement: Area	Number: Fractions				Number: Decimals			Consolidation	
Summer	Number: Decimals	Measurement: Money		Measurement: Time	Statistics		Geometry: Properties of Shape		Geometry: Position and Direction		Consolidation	

The following tables show the 'ready to progress' criteria laid out in the DfE guidance for KS1 and KS2 published in June 2020. The complete document can be found here:

https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/897806/Maths_guidance_KS_1_and_2.pdf

NPV - number and place value

NF - number facts

AS - addition and subtraction

MD - multiplication and division

F - fractions

G - geometry

Measurement and Statistics are integrated as applications of number criteria, and elements of measurement that relate to shape are included in the Geometry strand.

Ready-to-progress criteria: year 1 to year 6

The table below is a summary of the ready-to-progress criteria for all year groups.

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
NPV	<u>1NPV-1</u> Count within 100, forwards and backwards, starting with any number.		<u>3NPV-1</u> Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.	<u>4NPV-1</u> Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100.	<u>5NPV-1</u> Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01. Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01.	<u>6NPV-1</u> Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000).
		<u>2NPV-1</u> Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning.	<u>3NPV-2</u> Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning.	<u>4NPV-2</u> Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning.	<u>5NPV-2</u> Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and non-standard partitioning.	<u>6NPV-2</u> Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and non-standard partitioning.
	<u>1NPV-2</u> Reason about the location of numbers to 20 within the linear number system, including comparing using $<$ $>$ and $=$	<u>2NPV-2</u> Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10.	<u>3NPV-3</u> Reason about the location of any three-digit number in the linear number system, including identifying the previous and next multiple of 100 and 10.	<u>4NPV-3</u> Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each.	<u>5NPV-3</u> Reason about the location of any number with up to 2 decimal places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each.	<u>6NPV-3</u> Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, and round numbers, as appropriate, including in contexts.

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
NPV			3NPV-4 Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts. →	4NPV-4 Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts. →	5NPV-4 Divide 1 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in units of 1 with 2, 4, 5 and 10 equal parts. →	6NPV-4 Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5 and 10 equal parts, and read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts.
					5NPV-5 Convert between units of measure, including using common decimals and fractions.	
NF	1NF-1 Develop fluency in addition and subtraction facts within 10. →	2NF-1 Secure fluency in addition and subtraction facts within 10, through continued practice. →	3NF-1 Secure fluency in addition and subtraction facts that bridge 10, through continued practice.			
	1NF-2 Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers. →		3NF-2 Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number. →	4NF-1 Recall multiplication and division facts up to 12×12 , and recognise products in multiplication tables as multiples of the corresponding number. →	5NF-1 Secure fluency in multiplication table facts, and corresponding division facts, through continued practice.	
				4NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context.		
			3NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 10). →	4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100). →	5NF-2 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 1 tenth or 1 hundredth).	

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
AS	1AS-1 Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.	2AS-1 Add and subtract across 10.	3AS-1 Calculate complements to 100.			6AS/MD-1 Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number).
	1AS-2 Read, write and interpret equations containing addition (+), subtraction (−) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.	2AS-2 Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more...?".	3AS-2 Add and subtract up to three-digit numbers using columnar methods.			6AS/MD-2 Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding.
		2AS-3 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a two-digit number.	3AS-3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part-part-whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction.			6AS/MD-3 Solve problems involving ratio relationships.
		2AS-4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers.				6AS/MD-4 Solve problems with 2 unknowns.

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
MD		2MD-1 Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables.	3MD-1 Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division.	4MD-1 Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size. →	5MD-1 Multiply and divide numbers by 10 and 100; understand this as equivalent to making a number 10 or 100 times the size, or 1 tenth or 1 hundredth times the size.	For year 6, MD ready-to-progress criteria are combined with AS ready-to-progress criteria (please see above).
		2MD-2 Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division).		4MD-2 Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication.	5MD-2 Find factors and multiples of positive whole numbers, including common factors and common multiples, and express a given number as a product of 2 or 3 factors.	
				4MD-3 Understand and apply the distributive property of multiplication. →	5MD-3 Multiply any whole number with up to 4 digits by any one-digit number using a formal written method.	
					5MD-4 Divide a number with up to 4 digits by a one-digit number using a formal written method, and interpret remainders appropriately for the context.	

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
F			<u>3F-1</u> Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts.			<u>6F-1</u> Recognise when fractions can be simplified, and use common factors to simplify fractions.
			<u>3F-2</u> Find unit fractions of quantities using known division facts (multiplication tables fluency). →		<u>5F-1</u> Find non-unit fractions of quantities.	<u>6F-2</u> Express fractions in a common denominator and use this to compare fractions that are similar in value.
			<u>3F-3</u> Reason about the location of any fraction within 1 in the linear number system. →	<u>4F-1</u> Reason about the location of mixed numbers in the linear number system.		<u>6F-3</u> Compare fractions with different denominators, including fractions greater than 1, using reasoning, and choose between reasoning and common denominator as a comparison strategy.
				<u>4F-2</u> Convert mixed numbers to improper fractions and vice versa.	<u>5F-2</u> Find equivalent fractions and understand that they have the same value and the same position in the linear number system.	
			<u>3F-4</u> Add and subtract fractions with the same denominator, within 1. →	<u>4F-3</u> Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.	<u>5F-3</u> Recall decimal fraction equivalents for $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$ and $\frac{1}{10}$, and for multiples of these proper fractions.	
G	<u>1G-1</u> Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. →	<u>2G-1</u> Use precise language to describe the properties of 2D and 3D shapes, and compare shapes by reasoning about similarities and differences in properties. →	<u>3G-1</u> Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations.		<u>5G-1</u> Compare angles, estimate and measure angles in degrees (°) and draw angles of a given size.	

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
G					5G-2 Compare areas and calculate the area of rectangles (including squares) using standard units.	
	1G-2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations. →		3G-2 Draw polygons by joining marked points, and identify parallel and perpendicular sides. →	4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant. →		6G-1 Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems.
				4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons.		
				4G-3 Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.		

