



Highfields Primary School Year 4 Curriculum Overview 2024-2025

Year 4

	Autumn 1	Autumn 2	Spring 1/Spring 2		Summer 1/Summer 2	
Project Weeks	Black History Month (October 2024)	MH+W/Anti-Bullying Week (November 2024)	Science Week (March 2025)		Enterprise Week	
Context	Ancient Civilisations: Greeks, Romans, Islamic Civilisation.		Extreme Earth		Sustaining Our Earth	
Big Question(s)	What impact did the ancient civilisations have on the world? (Significance) Greeks: What was the influence of the Greeks on the western world? (Significance) Romans: What was the Roman Empire? (Evidence) How did Britain change as part of the empire? (Cause&Consequence, Continuity&Change) Islamic: What did Early Islamic civilisations leave behind? (Evidence)		Why are some countries more affected by volcanoes and earthquakes? How is extreme weather affecting settlements across the world?		How has the planet changed in the past century? What will our world become if we do not care for it?	
Texts						
Outcome (History/Geography / Oracy)	Triorama with information about each civilization. (History) Democracy Debate (Oracy)		Non-Fiction Flap/pop-up book about an element of Extreme Earth. (Geography) Weather Report (Oracy)		Children will present a speech on "What can humans do to help make our planet more sustainable?" (Geog/Oracy)	
Educational Visits/Cultural Experiences	Greek Visitor + Lunt Fort		VR Workshop		Abbey Pumping Station? Wind Farm?	
History	Ancient Greece, Roman Empire, Early Islamic Civilisation					
Geography			Volcanoes and Earthquakes		Natural Resources and energy	
Art & Design (Artist Study)	Sculpture: Mod Roc Greek vases (Containers)		Collage: Landscape			Printmaking: Fabric Re-usable bags
Design Technology	Cooking: Greek skewers/salad	Textiles: Roman coin bags			Electrical Systems: Science Link	

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Science	Living things and their habitats (6 Weeks)	Animals including Humans (6 Weeks)	Sound (6 Weeks)	Electricity (6 Weeks)	States of Matter (6 Weeks)	
Computing (+IT Skills/Online Safety)	Computing Systems & Networks - The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Programming A - Repetition in Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes	Creating Media - Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered. (Links to Science – sound)	Data and Information - Data Logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Creating Media - Photo Editing Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	Programming B - Repetition in Games Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
PE	Games: Hockey	Games: Badminton	Gymnastics	Dance	Athletics (Sports Day)	Games: Cricket (DG)
PSHE	Being me in my World Whole School Learning Charter	Celebrating Differences Hall of Fame: Picture Frames	Dreams and Goals Garden: Potato People	Healthy Me Recipe Book: Healthy Friendships	Relationships Relationship Fiesta: Memory Boxes	Changing Me Tree of Change: Circles of Change
Music	Pulse	Orchestra unwrapped	Rhythm	Voice	Pitch	Technology Structure
RE +PoW Visits	How do Christians celebrate new life? (Church)		What does it mean to be Sikh? (Vaisakhi) GURUDWARA VISIT		Who inspires me? (Christianity and Islam)	
French	Phonics Lesson 2 Presenting Myself	Family	Goldilocks or Tudors	Habitats	In the classroom	My Home