

Writing

- Plan writing based on familiar forms
- Organise writing into paragraphs
- Use simple organisational devices
- Proof-read for spelling & punctuation errors
- Evaluate own and others' writing
- Use wider range of conjunctions (such, as and, but)
- Use perfect tense appropriately
- Select pronouns and nouns for clarity
- Use & punctuate direct speech
- Use commas after front adverbials

Spelling

Correctly spell common homophones. Spell Statutory Spellings. Confidently spell Prefixes/ Suffixes and identify root words. Use a dictionary for definitions and dictations

Reading

- Secure decoding of unfamiliar words
- Read for a range of purposes and retell some stories orally
- Discuss words & phrases that capture the imagination
- Identify themes & conventions
- Retrieve & record information
- Make inferences & justify predictions
- Recognise a variety of forms of poetry
- Identify & summarise ideas

Music

- To be able to memorise and repeat a variety of songs and rhymes
- To be able to march, move or pass something to the beat
- To be able to perform actions to the rhythm of a song
- To be able to sing parts of a song solo

Jigsaw

Jigsaw brings together PSHE Education (Personal, Social, Emotional and Health) emotional literacy, and social skills .

Jigsaw is designed as a whole school approach, with all year groups working on the same puzzle piece (theme) at the same time.

The Puzzle Pieces are:

- Being Me in My World
- Celebrating Difference
- Dreams and Goals
- Healthy Me
- Relationships
- Changing Me

Maths

Number/Calculation

- Know all tables to 12 x 12
- Secure place value to 1000
- Use negative whole numbers
- Round numbers to nearest 10, 100 or 1000
- Use Roman numerals to 100 (C)
- Column addition & subtraction up to 4 digits
- Multiply & divide mentally
- Use standard short multiplication

Geometry & Measures

- Compare 2-d shapes, including quadrilaterals & triangles
- Find area by counting squares
- Calculate rectangle perimeters
- Estimate & calculate measures
- Identify acute, obtuse & right angles
- Identify symmetry
- Use first quadrant coordinates
- Introduce simple translations

Data

- Use bar charts, pictograms & line graphs
- Fractions & decimals
- Recognise tenths & hundredths
- Identify equivalent fractions
- Add & subtract fractions with common denominators
- Recognise common equivalents
- Round decimals to whole numbers
- Solve money problems

International Primary Curriculum

IPC in Year 4



Brainwave



Feel the Force



Explorers and Adventurers



**They Made A
Difference**



Digital Gamers



The Generation Game

Brainwave

Every day we are learning lots of new and different things – gaining the knowledge, skills and understanding that we will need to become successful adults. By finding out more about how we learn, and how we can improve our learning, we will be better equipped for meeting the many challenges ahead of us.

Feel the Force

Without forces to push and pull us along, nothing on Earth or in the wider Universe would move. Forces are so important that it is almost impossible to imagine a world without them – and yet, they are invisible. Let's find out more...

Explorers and Adventurers

Do you love discovering new places? Yes? Well you might just be an explorer. Explorers are people who travel to new places in the world and discover new things that they didn't know existed. So much of what we know today about our world is because we have been explorers in the past. Being an explorer is exciting but scary at the same time. Could you be an explorer? Let's find out.

They Made a Difference

Some people have made such a big difference in the world that their influence on our lives can still be felt today. From scientists to sports people, from politicians to musicians, from all backgrounds, countries, races and religions there are people whose ideas or achievements have singled them out from others.

Digital Gamers

Have you ever thought about how the computer games you enjoy playing are actually made? Where do you think the ideas come from? Do you think just one person is responsible for designing a computer game or could it be more? Computer games are big business, but what's involved in the process of designing, coding and creating them? Let's find out!

The Generation Game

No matter who we are, we all have one thing in common – we are growing older every day. Thanks to advances in health, science and medical care, most people can now expect to live longer than at any time before in history. However, with this comes a great responsibility. Not only must we take better care of ourselves, we must also take care of others, ensuring that our society respects and values everyone, regardless of their age.

International Primary Curriculum

Our Year 4 learners will focus on learning targets in the following areas:



The Key Skills that we will assess our learners against:

Science

Be able to carry out simple investigations

ICT

Be able to use ICT to support and present their work

Art

Be able to choose materials and techniques which are appropriate for their task

Geography

Be able to make simple maps and plans of familiar locations

History

Be able to gather information from simple sources

International

Be able to identify activities and cultures which are different from but equal to their own

Technology

Be able to make usable plans.