

Year [4] Curriculum Map 2026-27

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
RE	Old Testament Covenant: The significance of Abraham and Issac Joseph in Egypt The virtues of faith, hope and love (St Paul) Cardinal Manning					
Texts English Driver and Cross Curricular Links	Text: The BFG by Roald Dahl Science – Electricity, circuits	Text- <i>The Iron Man</i> – Ted Hughes	Text: Gregory Cool by Caroline Binch Science: States of Matter	Text: Varjak Paw by S F Said Science – Animals incl. Humans	<i>The Firework-Maker's Daughter</i> – Philip Pullman Science- Sound	<i>Jabberwocky</i> – Lewis Carroll Geography- Rivers
Oracy Focus	Oral retelling of Sophie's capture; -choral reading for atmosphere; -hot-seating Sophie/BFG; -echo reading to build fluency. Inclusion -Visual timelines; - dual coded witching hour imagery; -scaffolded recount frames; -shared writing for pupils needing modelling of sentence structure.	-Structured debates about the Iron Man's intentions; -oral rehearsal of persuasive language; - freeze-frames to support vocabulary for movement and emotion. Inclusion -Vocabulary scaffolds for SEND/EAL; - visual sequencing of chapter events; -sentence stems for persuasive writing; -pre-teaching technical vocabulary.	-Partner discussion about cultural differences; - exploring feelings through role-play; - oral rehearsal for diary writing; - descriptive talk about Caribbean settings. Inclusion -Pre-teaching cultural vocabulary; - emotion word banks; sentence frames for diary entries; -chunked tasks for processing.	-Discussing Varjak's moral choices; - role-play of dangers; -vocabulary building around action verbs; -question stems for predicting and inferring. Inclusion -Visual cues for martial arts verbs; - chunked paragraphs; - scaffolded sentence starters for tension; -guided reading for complex scenes.	-Debate: "Was Lila right to leave home?"; -hot-seating Chulak & Lila; -oral rehearsal of diary entries; -expressive reading of high-drama scenes. Inclusion -Emotion vocabulary mats; -contraction/pronoun scaffolds; - dual coded firework and cultural references; -talk frames for SEND/EAL.	-Poetry performance using movement, -gesture and intonation; -group interpretation of nonsense words; -comparing rhythm and tone. Inclusion -Picture cues for invented words; scaffolded stanza analysis; -partner rehearsal before writing; - formal talk frames for poem comparison.

English	Third-Person Adventure Stories Adventure story combining Sophie's Snatch and journey through Dream Country, written in third person atmosphere, action & description. Chn write their own third-person adventure story about Sophie being taken into the night and travelling with the BFG into Dream Country. Recount – Narrative Event Write a detailed recount of Sophie's capture and journey with the BFG, written clearly in chronological order	Persuasive Advert Chn write an Advert for an Upgraded Iron Man! They create a persuasive advert that convinces people to buy a brand-new, super-powered version of the Iron Man. They imagine he has been upgraded with new features, stronger metal, better sensors and amazing abilities. Now they need to sell him! Poems Which Explore Form Two poems: a haiku about weather/atmosphere and a cinquain about the Iron Man or Space Dragon, using imagery, onomatopoeia and mood. Monologue Hogarth's conflicted feelings when the villagers capture the iron man.	First-person diary Diary entry describing Gregory first full day in Tobago using emotion, detail and informal voice. Stories from Other Cultures Chn write a story set in Tobago, showing a cultural setting, contrasting characters and a moral	Third-Person Adventure Stories Chn write an exciting third-person adventure story based on <i>Varjak Paw</i>. They create a new scene where Varjak faces danger, escapes a threat or meets a mysterious character in the city. Example Varjak vs. the Street Dog Varjak is searching for help when he is suddenly cornered by a pack of growling street dogs. Does he run? Hide? Fight? Who might save him? Or The Helicopter in the Sky - A roaring sound fills the air as a helicopter hover above the city. The searchlights flash. The wind blasts. Varjak panics and runs for his life. Explanatory texts Chn write an explanatory text that clearly explains how the digestive system works, using scientific vocabulary and features of explanation writing.	First-Person Diary Diary entry written by Chulak, exploring guilt, worry and realisation that Lila is in danger Chn write a diary entry as Chulak on the night he realises Lila is in terrible danger. Stories from Other Culture Chn write a third-person story set in another culture, just like the world Lila travels through in <i>The Firework-Maker's Daughter</i>. Chn to create their own character, own celebration or cultural event and their own moment of danger or adventure just like Lila's journey. Persuasive advert Chn write a persuasive advert for a firework to be sold at the Emperor's Festival	Explanatory texts Write an explanation text explaining how the water cycle feeds rivers and keeps them flowing. Information text Children choose a river (local or world-famous) and create a descriptive fact page that tells the reader about the place, the geographical features of the river and what the area around it is like Critical analysis of narrative poetry Write a Critical Analysis of <i>Jabberwocky</i> .
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Vocabulary & Grammar Focus	Third-Person Adventure Stories -Fronted adverbials, -expanded noun phrases, -powerful verbs, -similes & metaphors, - paragraphs, -speech Dialogue Third-Person Adventure Stories -Fronted adverbials, - expanded noun phrases, -Past tense, -chronological order, -feelings & reactions, -time conjunctions	Persuasive Advert -Superlatives - Slogans & direct promises -Rhetorical questions -Technical vocabulary (p.46) -Organisational & presentational features (p.34–37) -Bullet points, bold text, layout Poems Which Explore Form -Syllable patterns (5–7–5, cinquain structure) - Imagery & expanded noun phrases -Onomatopoeia (Iron Man Unit Lessons 11–12) -Mood & atmosphere vocabulary -Performing poetry with expression	First-person diary -First-person viewpoint -Past tense -Thoughts & feelings -Fronted adverbials -Informal diary tone -Descriptive noun phrases Stories from Other Cultures -Cultural references, -similes, -metaphors, -expanded noun phrases, - past tense, - third person, -speech punctuation, -fronted adverbials	Third-Person Adventure Stories -Expanded noun phrases - Fronted adverbials (time/place/manner) (Resource 4a) - Correct direct speech punctuation -Prepositional phrases for detail - Figurative language - Paragraphing for pace & tension	Stories from Other Culture -Informal tone, contractions, -pronouns, prepositions, - reported speech, -fronted adverbials, -thoughts/feelings Persuasive advert -Cultural references and setting details -Expanded noun phrases to build atmosphere - Similes and metaphors for description -Simple past tense -Third-person perspective -Fronted adverbials for time/place/manner -Punctuating speech to create atmosphere -Expanded noun phrases -fronted adverbials - persuasive vocabulary -rhetorical questions -Fire/sensory language -conjunctions	Performance, poetic devices -formal tone, -quotations -debate language
Maths	Place Value Represent numbers to 1,000. Partition numbers to 1,000. Number line to 1,000. Thousands. Represent numbers to 10,000. Partition numbers	Measurement – Area What is area? Count squares. Make shapes. Compare areas. Multiplication & Division	Multiplication and Division Factor pairs. Use factor pairs. Multiply by 10. Multiply by 100. Divide by 10. Divide by 100. Related facts –	Fractions Understand the whole. Count beyond 1. Partition a mixed number. Number lines with mixed numbers. Compare and order	Decimals Make a whole with tenths. Make a whole with hundredths. Partition decimals. Flexibly partition decimals. Compare decimals. Order	Shape Understand angles as turns. Identify angles. Compare and order angles. Triangles. Quadrilaterals. Polygons. Lines of

	to 10,000. Flexible partitioning of numbers to 10,000. Find 1, 10, 100, 1,000 more or less. Number line to 10,000. Estimate on a number line to 10,000. Compare numbers to 10,000. Order numbers to 10,000. Roman numerals. Round to the nearest 10. Round to the nearest 100. Round to the nearest 1,000. Round to the nearest 10, 100 or 1,000. Addition & Subtraction Add and subtract 1s, 10s, 100s and 1,000s. Add up to two 4-digit numbers – no exchange. Add two 4-digit numbers – one exchange. Add two 4-digit numbers – more than one exchange. Subtract two 4-digit numbers – no exchange. Subtract two 4-digit numbers – one exchange. Subtract two 4-digit numbers – more than one exchange. Efficient subtraction.	Multiples of 3. Multiply and divide by 6. 6 times-table and division facts. Multiply and divide by 9. 9 times-table and division facts. The 3, 6 and 9 times-tables. Multiply and divide by 7. 7 times-table and division facts. 11 times-table and division facts. 12 times-table and division facts. Multiply by 1 and 0. Divide a number by 1 and itself. Multiply three numbers.	multiplication and division. Informal written methods for multiplication. Multiply a 2-digit number by a 1-digit number. Multiply a 3-digit number by a 1-digit number. Divide a 2-digit number by a 1-digit number. Divide a 2-digit number by a 1-digit number. Divide a 3-digit number by a 1-digit number. Correspondence problems. Efficient multiplication. Length & Perimeter Measure in kilometres and metres. Equivalent lengths (kilometres and metres). Perimeter on a grid. Perimeter of a rectangle. Perimeter of rectilinear shapes. Find missing lengths in rectilinear shapes. Calculate perimeter of rectilinear shapes. Perimeter of regular polygons. Perimeter of polygons.	mixed numbers. Understand improper fractions. Convert mixed numbers to improper fractions. Convert improper fractions to mixed numbers. Equivalent fractions on a number line. Equivalent fraction families. Add two or more fractions. Add fractions and mixed numbers. Subtract two fractions. Subtract from whole amounts. Subtract from mixed numbers. Decimals Tenths as fractions. Tenths as decimals. Tenths on a place value chart. Tenths on a number line. Divide a 1-digit number by 10. Divide a 2-digit number by 10. Hundredths as fractions. Hundredths as decimals. Hundredths on a place value chart. Divide a 1- or 2-digit number by 100.	decimals. Round to the nearest whole number. Halves and quarters as decimals. Money Write money using decimals. Convert between pounds and pence. Compare amounts of money. Estimate with money. Calculate with money. Solve problems with money. Time Years, months, weeks and days. Hours, minutes and seconds. Convert between analogue and digital times. Convert to the 24-hour clock. Convert from the 24-hour clock.	symmetry. Complete a symmetric figure. Statistics Interpret charts. Comparison, sum and difference. Interpret line graphs. Draw line graphs. Position & Direction Describe position using coordinates. Plot coordinates. Draw 2-D shapes on a grid. Translate on a grid. Describe translation on a grid.
Science	Electricity Identify common appliances that run on electricity. Construct a simple series electrical circuit, identifying and naming its basic parts, including cells,	Living Things and their Habitats Recognise that living things can be grouped in a variety of ways. Explore and use classification keys to help group, identify and name a variety of living things in	States of Matter Compare and group materials together, according to whether they are solids, liquids or gases. Observe that some materials change state when they are heated	Animals, including Humans Describe the simple functions of the basic parts of the digestive system in humans. Identify the different types of teeth in	Sound Identify how sounds are made, associating some of them with something vibrating. Recognise that vibrations from sounds travel through a medium to the ear.	Gardening

	wires, bulbs, switches and buzzers. Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery. Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit. Recognise some common conductors and insulators, and associate metals with being good conductors.	their local and wider environment. Recognise that environments can change and that this can sometimes pose dangers to living things.	or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C). Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.	humans and their simple functions. Construct and interpret a variety of food chains, identifying producers, predators and prey.	Find patterns between the pitch of a sound and features of the object that produced it. Find patterns between the volume of a sound and the strength of the vibrations that produced it. Recognise that sounds get fainter as the distance from the sound source increases.	
History/Geography	How have children's lives changed? To identify the continuities and changes to children's lives using a range of sources. To investigate why Tudor children worked and what working conditions were like. To research and record the working conditions of Victorian children using reports and images. To evaluate Lord Shaftesbury's significance to children's lives. To explore the changes in children's leisure time using a range of sources. To investigate the diseases children caught and their treatments in the Tudor and Victorian periods.	Why are rainforests important to us? To describe and give examples of a biome and find the location and some features of the Amazon rainforest. To describe the characteristics of each layer of a tropical rainforest. To understand the lives of indigenous peoples living in the Amazon rainforest. To describe why tropical rainforests are important and understand the threats to the Amazon. To understand how local woodland is used using a variety of data collection methods. To analyse and present findings on how local woodland is used.	How hard was it to invade and settle in Britain? To evaluate the causes and consequences of the Anglo-Saxon and Scot invasions of Britain. To identify change and continuity in Iron Age and Anglo-Saxon settlements. To explore Anglo-Saxon beliefs by making inferences about Sutton Hoo. To identify how Christianity spread in Britain in the Anglo-Saxon period. To explore bias by evaluating sources about Alfred the Great. To evaluate how and why Anglo-Saxon rule ended.	Where does our food come from? To explain the impact of food choices on the environment. To understand the importance of trading responsibly. To describe the journey of a cocoa bean. To map and calculate the distance food has travelled. To design and use data collection methods to find where our food comes from. To discuss the advantages and disadvantages of buying both locally and imported food.	How did the achievements of the Ancient Maya impact their society and beyond? To explore the challenges faced by the ancient Maya when settling in the rainforest. To infer how the ancient Maya valued and used cacao by exploring historical artefacts. To describe the role of Maya gods and goddesses by studying images and scenarios. To develop recording skills through exploration of ancient Maya inventions. To make deductions about an ancient Maya city by exploring remains. To evaluate historians' claims on the decline of the ancient Maya cities.	What are rivers and how are they used? To describe how the water cycle works. To recognise the features and courses of a river. To name and locate some of the world's longest rivers. To describe how rivers are used. To identify and locate human and physical features on a map. To collect data on the features of a local river.

Computing	Computational thinking (Computing systems and Networks). Exploring computational thinking through unplugged activities and applying these to programming.	Scratch (programming) Programming a game using variables, sensors and if statements, then debugging and evaluating project.	Google: Computing systems and networks: Collaborative learning. Using a range of tools to work collaboratively in a responsible and considerate way.	Online Safety Learning how to navigate the internet in an informed way.	Investigation: Weather (Data handling) Searching the web to find the temperatures of different cities and record accurately. Explore weather forecast and explain how data is collected.	Skill showcase -HTML Recognising the role of HTML in a web page and altering the HTML to change the text and image.
Art/DT	Electrical Systems: Torches Identify electrical products and explain why they are useful. Help to make a working switch. Identify the features of a torch and how it works. Describe what makes a torch successful. Create suitable designs that fit the success criteria and their own design criteria. Create a functioning torch with a switch according to their design criteria.	Craft and design: Fabric of nature To understand starting points in a design process. To explore techniques to develop imagery. To explore using a textile technique to develop patterns. To learn how to create a repeating pattern. To understand how art is made for different purposes.	Structures: Helmets Create and annotate design plans for a shell structure, identifying shape, material and purpose. Explore different shell structures, analyse user needs and make a design plan. Use tools to shape and assemble parts of a shell structure. Use layering techniques to strengthen a shell structure. Choose from materials to best strengthen and stabilise shell structures. Evaluate shell structures after testing, considering peer feedback and making improvements. Explain how a shell structure can be strengthened and stiffened.	Drawing: Exploring tone, texture and proportion Create a three-dimensional effect by using contrasting tones to show light and dark. Combine lines and marks to represent different textures. Use lines and marks in different ways to represent dark and light areas (tone). Comparing the sizes of different objects to draw them in proportion. Represent the size of one object relative to another. Consider where to place each element thinking carefully about the space. Show texture in the collage. Use the impasto technique to create textured effects.	Mechanical Systems: Mechanical cars Describe key design improvements in the history of the automobile. Measure and compare the distance travelled by different mechanical cars. Choose and use appropriate tools and materials to make mechanical cars. Draw exploded diagrams and annotated sketches of my different mechanical cars. Use a problem statement to identify the design criteria. Assess the product against the design criteria. Conduct market research into existing products. Provide specific feedback and adjust my design to incorporate customer feedback.	Painting and mixed media: Light and dark To understand how to darken or lighten a colour when mixing paint. To use tints and shades to give a three-dimensional effect when painting. To explore how paint can create very different effects. To consider proportion and composition when planning a still life painting. To apply knowledge of colour mixing and painting techniques to create a finished piece.

PE	Invasion Games (Hockey) To perform a push pass with accuracy. To perform a straight dribble to maintain possession. To use reverse-stick to control a ball on the far side of our body. To use a slap pass to send the ball over longer distances. To turn to keep the ball under control and move into space. To develop new skills in competitive situations and look to improve.	Dance To communicate the theme of a snake through our dance actions. To use dynamics and formations in our dance to help us tell a story. To use space, travel and floor patterns to enhance the dance. To develop our choreography skills. To work in a small group to create contact movements. To use peer evaluation to improve each other's work.	Gymnastics To perform a weighted bunny hop showing control and balance, an arabesque balance and over-the-shoulder roll. To identify and engage core muscles for stability. To smoothly transition from a front support to side support. To perform a shoulder stand with control. To combine all elements of this unit, showing smooth transitions.	Net and Wall Games (Badminton) To use an underarm forehand shot. To hit an overhead clear. To hit a backhand shot with control and accuracy. Learn 'trick' shots and interesting ways of hitting the shuttle. To work collaboratively to score points in different scenarios. To use forehand and backhand shots in a singles game.	Athletics Challenge ourselves in running, jumping and throwing tasks. To accelerate over short distances. To run and jump using one-footed take-off. To use a sling action to throw a discus. To run on a curve and exchange a baton in our team. To apply the skills we have developed in a competitive way.	Fielding and Striking (Rounders) To hit the ball in different directions. To run between the posts and avoid getting stumped out. To intercept the ball using one hand. To underarm bowl abiding by the rules of bowling. To play the role of backstop in a small game. To know the rounders scoring system and use it in a game.
Music	Rock and Roll	Body and Tuned Percussion	Pitch, Tempo and Dynamics	Haiku, Music and Performance	Samba and Rhythm	Motifs
French	Phonetics 2 Presenting Myself	My Family	At the Tearoom	At the Café At the Restaurant	In the Classroom	What is the Weather?
PSHE/RSE	Module 2 Unit 1 Religious Understanding Story Sessions Jesus, My Friend Module 2 Unit 2 Personal Relationships Session 1 Friends, Family and Others...	Module 2 Unit 2 Personal Relationships continued... Session 2 When Things Feel Bad Session 3 Balancing Needs	Module 2 Unit 3 Life Online Session 1 Sharing Online Session 2 Chatting Online	Module 2 Unit 4 Keeping Safe Session 1 Safe in My Body Session 2 Recognising Risk	Module 2 Unit 4 Keeping Safe continued... Session 3 Drugs, Alcohol and Tobacco Session 4 First Aid Heroes Session 5 Rights & Responsibilities	Module 3 Unit 2 Living in the Wider World Session 1 How Do I Love Others? Session 2 Working Together Classroom Shorts Session 3 Money Matters

Year 4 National Curriculum Coverage & Progression Table

Year 4 WRITING – Composition

NC Objective	Coverage	Progression Shown
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Plan writing by discussing models, noting key features	BFG haiku/cinquain; Iron Man persuasive advert; Varjak Paw adventure; Teeth explanation	From simple poetic forms → complex explanation structures
Draft & write by composing & rehearsing sentences orally	Oracy woven (hot-seating, echo reading, role-play)	Oracy moves from retelling → debate → performance
Organise paragraphs around a theme	All narratives (BFG, Gregory Cool, Varjak Paw) & explanation texts	Builds from simple recount (BFG) → multi-paragraph adventure (Varjak Paw)
In narratives, create settings, characters & plot	BFG Dream Country; Gregory Cool Tobago; Varjak Paw city; Firework-Maker's Daughter journey	Settings evolve: home-based → cultural → fantasy danger
In non-fiction, use organisational devices	Explanation (Teeth, Water Cycle, States of Matter); Rivers fact page	Introduced early → reinforced in summer term
Evaluate & edit writing	Editing frames in Varjak Paw & Jabberwocky; peer performance feedback	Moves from teacher-supported → independent criteria
Proof-read for punctuation & spelling	Dialogue punctuation unit; technical vocab lists	revisited across the year

Year 4 WRITING – Vocabulary, Grammar & Punctuation (NC Appendix 2)

NC Objective	Coverage	Progression
Extend noun phrases	All units: Iron Man adverts; BFG imagery; Varjak Paw description	Builds complexity with prepositional phrases & figurative language
Use fronted adverbials	Iron Man newspaper; Varjak Paw; Firework-Maker's Daughter	Early time/place → later manner/emotion
Use commas after fronted adverbials	Direct speech unit; narrative units	Multiple revisits
Use paragraphs to organise ideas	All narrative & explanation units	Early support → independent later
Use direct speech with correct punctuation	Varjak Paw speech unit	Applied later in diary writing
Use standard English forms	Oracy debates; Explanation writing	Strengthens formal tone
Use pronouns/nouns to avoid repetition	Explanation units (Teeth/Water Cycle)	Revisited when writing States of Matter
Use conjunctions, adverbs & prepositions for time and cause	Water Cycle explanation; States of Matter	Introduced → embedded
Apostrophes for possession	Varjak Paw Lesson 1	Appears early → reused in diary writing

Year 4 READING – Word Reading & Comprehension

NC Objective	Coverage	Progression
Apply knowledge of root words, prefixes & suffixes	Vocabulary banks in every unit	Grows through domain-rich texts
Listen to and discuss a wide range of fiction, poetry and non-fiction	7 core texts + poetry units	Richer, more complex texts across the year

Identify themes & conventions	Gregory Cool cultural themes; Varjak Paw bravery; LWW sacrifice	Increasing thematic depth
Draw inferences & justify with evidence	Varjak Paw dangers; Firework-Maker's motives	Inference tasks become more abstract
Predicting from details	BFG capture; Iron Man dilemmas	Revisited across texts
Retrieve & record information	Rivers fact file; Water Cycle explanation	Moves from guided retrieval → independent
Poetry performance	Jabberwocky; BFG poems	Extends into debate & spoken analysis

ORACY (linked to NC Spoken Language)

Skill	Coverage in Your Map	Progression
Listen & respond appropriately	Partner tasks, debates, drama	Builds from simple retellings
Ask relevant questions	Varjak Paw questioning; Sophie hot-seating	Expands into debate frames
Use spoken language to develop understanding	Water Cycle oral rehearsal; States of Matter	Increased complexity of explanations
Consider viewpoints & build on ideas	Iron Man debate; Lila's decision	Moves toward formal argument
Select appropriate register	Poetry performance; persuasive advert	From informal → formal tones
Perform using intonation, tone & volume	Jabberwocky; BFG poetry	Strong upward progression

CROSS-CURRICULAR LINKS SUPPORTING NC PROGRESSION

Unit	Science/Geography Link	NC Relevance
Iron Man	Electricity circuits	Technical vocabulary; explanation coherence
BFG	Dream Country / Atmosphere poems	Figurative language & imagery
Gregory Cool	States of Matter	Explanation writing; scientific language
Varjak Paw	Animals including humans	Narrative tension & descriptive precision
Firework-Maker's Daughter	Sound	Onomatopoeia & scientific explanation
Jabberwocky	Rivers (Geography)	Poetry analysis; performance