



ST. SAVIOUR'S SCHOOL IKOYI CURRICULUM OVERVIEW 2024-2025

YEAR FOUR

MICHAELMAS TERM	LENT TERM	TRINITY TERM
ENGLISH		
Explore and write fables Explore biographies Instructions and Explanations Haikus and syllabic poems Explore settings, characters and plots Poetry using imagery Read and write stimulating reports Verbs, perfect form and adverbs Possessive apostrophes and pronouns Descriptive language and adverbials Expanded noun phrases and fronted adverbials	Fairytales and Play scripts Myths and Legends; non-chronological reports, List Poems and Kennings. Use pronouns for cohesion and to avoid repetition and ambiguity. Explore and write fictional recounts. Extend a range of sentences with more than one clause and use a wider range of conjunctions. including those expressing time, place and cause. Non-Chronological reports Use adverbs, prepositions and conjunctions of time/cause Expand noun phrases	Explore and write chronological reports. Read and discuss stories from other cultures. Perform, read and write a range of performance poems, Explore features of persuasive writing-Adverts Review conjunctions, adverbs, and prepositions to express time and cause. Use and punctuate direct speech. Review the possessive apostrophe with plural nouns. Reinforce the understanding of past and present tenses.
MATHEMATICS		
Place value Addition and Subtraction Perimeter, Area and volume 2-D shapes Data handling	Addition and Subtraction. Multiplication and division. Reading scales; measurement conversions. Fractions. Geometry: Angles. Using the four operations to solve real life problems.	Understanding decimals Multiplying and dividing Calculating area and perimeter 3-D shapes Number sequences Time Money
COMPUTING		
Altering Text and Inserting Pictures Creating a green screen effect Adding animation to text and images Adding Transition to slides Creating Tessellation patterns Coding	Entering text, Carrying out simple research on the computer, Creating a leaflet and Inserting pictures, Coding	Creating an animated page Inserting tables on an MS Word page Inserting texts and graphics in a table Coding
HUMANITIES		
TUDORS Who were the Tudors? The Battle of Bosworth Field. The role of Henry VIII in Tudor history The lives of Henry's six wives Daily Tudor life Changes in Tudor England after Elizabeth became queen. TROPICAL RAINFORESTS Where are the rainforests? The rainforest climate Layers of the rainforest Life in the rainforest The Amazon Protecting the rainforest	MAYANS Facts about the Mayan civilization Daily Mayan Life Mayan inventions and how they affect lives today SETTLEMENTS Types of Settlement pattern and factors that influence settlement Compare and contrast villages then and now How settlements develop in Nigeria (Past and Present)	World War I Causes that led to WWI The significance of allies in WWI The role of women and children in WWI Compare and contrast changes that came about after WWI BASIC GEOGRAPHICAL SKILLS Reading maps: scales and keys; coordinates and directions; the 8 points of the compass Using an atlas



DRAMA		
Developing confidence in a group setting Stage etiquette Building team-work Developing simple plays Modulation and characterisation	Performing the production Developing dialogue for character (improvisation) Cooperative working and learning	Improving improvisational skills Participating actively in collaborative activities Gaining and maintaining confidence in speaking Improving voice. Developing stories through imagination
MUSIC		
Music letters Lines and spaces Staff / Stave Note values / Rests / dotted notes Grouping of notes Time signatures	Use voice expressively and creatively Listening with attention to detail recall sounds with increasing aural memory Rhythm Production songs	Musical instruments List of musical instruments Families of strings, woodwind, brass, percussion, Orchestra, Facts about orchestra
FRENCH		
"I'm speaking in French" <ul style="list-style-type: none"> • Revision: to say hello and goodbye, to introduce yourself (name, age, languages spoken, nationality, class, likes and dislikes), to describe the family and pets, to talk about the food, subjects, colour, sports, playground activities and class items • To ask and say the date, the day, the season • To ask and say the time • To talk about daily activities • The conjugation of "er" verbs 	"I am speaking in French" <ul style="list-style-type: none"> • To know the different places in the city • To say and ask where I am going • To give instructions in order to get somewhere • To tell somebody my address and ask for theirs 	"I am speaking in French" <ul style="list-style-type: none"> • To say where and how to go somewhere • The conjugation of the verb to go • The say which part of the body is hurting and why • To be able to speak about the clothes I am wearing
PSHE		
Being Me in My World Being part of a class team Being a school citizen Rights, responsibilities and democracy (school council) Rewards and consequences Group decision-making Having a voice What motivates behaviour Celebrating Differences Challenging assumptions Judging by appearance Accepting self and others Understanding influences Understanding bullying Problem-solving Identifying how special and unique everyone is First impressions	Dreams and Goals Hopes and dreams Overcoming disappointment Creating new, realistic dreams Achieving goals Working in a group Celebrating contributions Resilience Positive attitudes Healthy Me Healthier friendships Group dynamics Smoking Alcohol Assertiveness Peer pressure Celebrating inner strength	Relationships Jealousy Love and loss Memories of loved ones Getting on and Falling Out Showing appreciation to people and animals Changing Me Being unique Girls and puberty (For Girls only) Confidence in change Accepting change Preparing for transition Environmental change



LIBRARY		
Orientation Library citizenship Parts of a book Use electronic catalogue in the library Basic print and electronic catalogue resources Basic electronic search techniques Bibliographic skills Familiarising children with newly acquired books in the library (reading)	BOOKS OF BIOGRAPHY Nonfiction books, Fiction books (introduction to classics), Graphic organisers (Kidspiration, inspiration) Selection and organisation of relevant information Dewey Decimal System Works consulted format Note taking in support of regular classroom Instruction Familiarity with new books in the library.	Reference material The encyclopedia Important facts about general encyclopedia Rules for using the encyclopedia How to use the encyclopedia Practical use of the encyclopedia (2) Familiarity with books in the library Plagiarism Oral and written presentation of research (classroom or library)
SCIENCE		
LIVING THINGS AND THEIR HABITATS/LIVING THINGS IN THEIR ENVIRONMENT - Learn how animals are split into 'vertebrates' and 'invertebrates'. - Consider the differences between living things within these classifications. - Use and create classification keys to group, identify and name living things. - Identify natural and human-made changes and effects/impacts to the environment. STATES OF MATTER - Learn about the differences between solids, liquids and gases. - Classify objects and identify their properties. - Investigate the weight of a gas and the temperature for melting chocolate. Measure and record the weights of the gases. Calculate differences in weight. - Explore in-depth how water changes state, exploring melting, freezing, condensing as well as a particular focus on evaporation. - Learn about the stages of the water cycle and create mini water worlds.	ANIMALS INCL. HUMANS: TEETH AND EATING - Learn about and compare the digestive system in humans and animals. - Identify the types of teeth and their functions. - Learn about herbivores, carnivores and omnivores in the context of teeth and digestion. - Learn about food chains and food webs SOUNDS - Learn that sounds are caused by vibrations and about how sound travels. - Create a model of the human ear and carry out a sound survey. - Explore volume (loud/quiet) and pitch (high/low). - Explore pitch in different musical instruments and create a musical instrument to explore high and low sounds. - investigate how sounds change over distance and through different materials. - Investigate the best material for soundproofing.	ELECTRICITY - Identify electrical and non-electrical appliances and understand the importance of electrical safety. - Learn about cells, wires, bulbs and buzzers and about the different types of switches. - Troubleshoot and identify whether a bulb will light up or not in a simple series circuit. - Identify a complete and an incomplete circuit. - Learn about and investigate conductors and insulators and know that metals are good electrical conductors. Revision
PE		
GYMNASTIC ACTIVITIES Body shapes Balancing Methods of traveling Sequence on apparatus Developing sequence further STRIKING AND FIELDING GAME Catching skills Throwing accurately Fielding skills Batting skills Playing games	ATHLETIC ACTIVITIES Running styles Throwing accurately Distance throw Jumping skills Relay INVASION GAMES Netball skills Passing and receiving Passing and shooting Attacking skills Netball game	NET/WALL GAMES Throwing and catching Racket skills King of the court Playing tennis game INVASION GAMES Can you dribble it? Passing and receiving Creating space Attacking skills Playing football game
ART		
Researching about ancient portraits with mixed media. Developing observation and recording skills. Experimenting with different techniques and tools with confidence and purpose.	Investigating and exploring Mexican Art Printmaking, Patterns and symmetry. Yarn painting. Exploring and making observations of the Mayans. Weaving.	Use sketch books to record ideas and observations and use them to Review and revisit ideas. Improve mastery of art and design techniques, including drawing.



<p>Researching Tudors. Making Tudor houses. Pattern and texture. Drawing humans in different poses. Exploring the dynamics of different activities; sports, dance, drama. Researching people in action inspired by Futurism. Colour work</p>	<p>Landscape Painting. Paul Klee Inspired Towns (painting, collage). Paul Klee Villages. Vanishing point. Creating landscapes in one point perspective. Exploring day and night paintings.</p>	<p>Lines, Shapes, colours, forms, Pattern, Values and tints How to appreciate and interpret the work of others Learning about colours. Colours and Values. About different materials and techniques to represent volcano. Investigating and making 3D forms. Paper Trees Thanksgiving. Marbled Paper.</p>
RE		
<p>WHAT DOES IT MEAN TO BELONG TO A RELIGION JUDAISM? Some basic facts about Judaism. Jewish artefacts Jewish beliefs Jewish practices Festivals Christmas</p>	<p>WHO SHOULD INSPIRE US? Special people in my life Special people in the community What makes a good leader? Guru Nanak, Desmond Tutu, Mahatma Gandhi, Mother Teresa, Mary Jones The Easter story</p>	<p>WHAT DOES IT MEAN TO BELONG TO A RELIGION? HINDUISM Hindu artefacts Hindu symbols The concept of one God The story of Ganesh Hindu worship Hindu festivals The significance of Raksha Bandha</p>
SWIMMING		
<p>BACKSTROKE AND BREASTSTROKE Using the correct freestyle and backstroke techniques Describing and evaluating the quality of swimming and recognizing what needs improving. Swimming the backstroke and breaststroke with smooth coordination.</p>	<p>BACKSTROKE AND BREASTSTROKE Practise, with the kick board and pull buoy, the backstroke and breaststroke leg action. Using the correct back crawl and breaststroke arm stroke</p>	<p>BACKSTROKE, BREASTSTROKE AND DIVING Using the correct backstroke and breaststroke technique Practising different styles of dive. Sit and dive Plunge dive Crouch dive etc</p>
STEM		
<p>DOES THIS GAME STOP YOU FROM BEING BORED? Exploring existing toys and games Making a square cord with a frame Thinking about preferences Designing and making toys</p>		<p>HOW WILL YOUR BEAST OPEN ITS MOUTH? Drawing a comic strip to show mouth movement Exploring animal shape and colour Exploring ways to make movement Designing and making animals</p>
CODING		
<p>Password Power-Up Graph Paper Programming Introduction to Online Puzzles Relay Programming Debugging with Laurel Events in Bounce Build a Star Wars Game Dance Party Loops in Ice age Drawing shapes with loops Nested loops in maze Conditionals with cards Looking ahead with minecraft</p>	<p>Be A Super Digital Citizen Private and Personal Information Swimming Fish with Sprite Lab Hello World Mini-Project: About Me Drawing with loops Fancy Shapes using Nested Loops Mini-Project: Design a Snowflake Songwriting Functions in Minecraft Functions with Artist Conditionals in Minecraft: Voyage Aquatic Functions with Harvester</p>	