



Year Four Long Term Plan 2025-26

<u>Subject</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Unit of Work</u>	<u>Invasion</u>		<u>Ancient Civilisations</u>		<u>Misty Mountain</u>	
<u>Science</u>	Animals including humans Teeth & Digestive System/Healthy Eating	Sound	States of Matter. This project teaches children about solids, liquids and gases and their characteristic properties. They observe how materials change state as they are heated and cooled, and learn key terminology associated with these processes. Electricity (Circuits)		Living things and their habitats Grouping & Classifying. This project teaches children about grouping living things, known as classification. They study the animal and plant kingdoms and use and create classification keys to identify living things.	
<u>History</u>	Anglo Saxons Vikings Roman withdrawal from Britain; Chronology of invasion; Anglo-Saxon invasion; Anglo-Saxon kingdoms, beliefs and customs; Religion; Everyday life in Anglo-Saxon Britain; Viking invasion; Everyday life in Viking Britain; Significant people – King Athelstan; Norman invasion; Legacy		Features of civilisations; Ancient Sumer; Ancient Egypt;			

<u>Geography</u>	<p>Brazil - Manaus This project studies Brazil with specific focus on the Amazonia region. The children will study key geographical features of the area and compare it to our local area (to include Manchester) and previous locations studied. They will learn key map reading skills, including four figure grid references.</p>		<p>Rivers This project teaches children about the characteristics and features of rivers and the impact they have on humans and the landscape. It also includes how the Water cycle works.</p> <p>Fieldwork</p>	<p>All term</p>
<u>Art & Design</u>	<p>Warp and Weft. Colour investigation. This project teaches children about the art form of weaving and how it has developed over time, including the materials and techniques required to create woven patterns and products.</p> <p>Comparing architects – styles and designs</p>	<p>Statues, Statuettes and Figurines. This project teaches children about the 3-D representation of the human form, including statues, statuettes and figurines. They study examples from ancient civilisations, and use their clay skills to create a Sumer-style figurine. Anthony Gormley study.</p> <p>Islamic Art. This project teaches children about the features of Islamic art. They make geometric patterns and motifs on paper, with fabric.</p>	<p>Vista. This project teaches children about the techniques that artists use when composing landscape images, such as colour, distance and atmosphere.</p> <p>Animal. This project teaches children about the historical and cultural portrayal of animals in art. They study the visual qualities of animals through sketching, printmaking and clay modelling.</p> <p>Monet – landscapes.</p>	
<u>D & T</u>	<p>Fresh Food Good Food. This project teaches children about food decay and preservation. They discover key inventions in food preservation and packaging, then make examples. The children prepare, package and evaluate a healthy snack.</p>	<p>Shaduf design and make. This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.</p>	<p>Functional and Fancy Fabrics. This project teaches children about home furnishings and the significant designer William Morris. They learn techniques for decorating fabric, including block printing, hemming and embroidery and use them to design and make a fabric sample.</p> <p>Contact and buzzer game - operation or coat hanger game. Electrical switches, circuits, buzzers. Understand and use electrical</p>	

					systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] – Science link	
<u>Computing</u>	Computing systems – The internet Online services	Creating media – Audio production Audacity	Programming A – Repetition in shapes Turtle academy	Data and information – Data logging Data loggers / app	Creating media – Photo editing Paint	Programming B – Repetition in games Scratch
<u>MFL (French)</u>	Phonetics and Presenting Myself	Family	Goldilocks	My home	The Classroom	The cafe
<u>Life Skills</u>	Where does food come from? Healthy Living	Anti – Bullying Gender Stereotypes	Emotions & Internet Safety	Aspirations and Strengths	Aspirational Goals and emotions	Money Choices
<u>R.E.</u>	Why is Jesus inspiring to some people?		Why do some people think that life is like a journey and what significant experiences mark this?		What can we learn from religions about deciding what is right and wrong?	
<u>Music</u>	Musical structures	Exploring feelings when you play	Compose with your friends	Feelings through music Spring concert	Expression and improvisation	The show must go on.
<u>PE</u>	4M - Dance and Tennis 4W – Tennis and swimming	4M – Basketball and gymnastics 4W – Basketball and swimming	4M – Dance and handball 4W – Gymnastics and swimming	4M – Gymnastics and swimming 4W – Dance and Handball	4M – Rounders and swimming 4W – Gymnastics and dance	4M – Athletics and swimming 4W – Athletics and rounders