



Year 4 Long Term Map

The National Curriculum, and much more, is taught through Learning Experiences at Fishbourne. Each Learning Experience is rooted in just one or two areas of the curriculum, allowing children time to explore and develop key knowledge and skills in these areas. An exciting and engaging **hook** into learning makes the experience simply irresistible and the children know from the outset exactly what they are setting out to achieve in the form of an **End Goal**. The **steps of learning** are then personalised, taking into account the starting point of each child to achieve the highest possible quality outcome.

Learning Experiences are planned with each cohort in mind and vary each year to prevent them from becoming predictable! Please see below for the curriculum that will be covered in the year group you have selected:

Science	ICT
Living things and their habitats Animals, including humans States of Matter Sound Electricity	
Art	Design Technology
Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. *sketchbooks to record their observations *review and revisit ideas *improve techniques including drawing, painting and sculpture *learn about great artists, architects and designers in history: <i>e.g. Ancient Egyptian art, Henri Rosseau</i>	Food - understand and apply the principles of a healthy and balanced diet -prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques -understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.
RE	PSHCE
<i>Taken from the W Sussex Agreed Syllabus for RE:</i> The Story of Moses Christmas Journey Buddhism Easter people The Parables of Jesus	New beginnings (SEAL) Relationships (SEAL) Enterprise and financial capability (Children in Need) Going for Goals (SEAL) Good to be me (SEAL) Gender and physicality (SRE) - being reviewed Getting on and falling out Changes (SEAL)
History	Geography
Britain's settlement by Anglo-Saxons and Scots (see examples on pp. 190 of NC) The achievements of the earliest civilisations: e.g. Ancient Egypt; Ancient Sumer; The Shang Dynasty of Ancient China	Place knowledge: Understand geographical similarities and differences through the study of human and physical geography: e.g. a region in the UK, a European country and a region within north or south America. Physical geography: Climate zones and biomes

PE	Music
<p>Games: net/court/wall games; problem solving and inventing games/invasion games/striking and fielding</p> <p>Gym: Balance, receiving body weight, balance leading into change of direction, rolling</p> <p>Dance:</p> <p>Swimming - autumn and spring terms</p>	<p>Will be covered by Michael Servant during PPA time</p>