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| **YEAR FOUR** | **AUTUMN** | **SPRING** | **SUMMER** |
| Science | Working scientifically  States of Matter | Electricity  Animals including Humans | Sound  Living Things and their Habitats |
| Geography | Volcanoes & Earthquakes | Climate Zones | Rio & South East Brazil |
| History | Roman History  Black History | Anglo Saxons, Viking and Scots Settlement in Britain | Ancient Egypt Civilisation and Religion |
| French | Basic greetings  Numbers  Age | All about me  Pets  ‘j’ai’ and ‘je suis’ | Adjectives to describe ourselves and members of our family and pets |
| Art & Design | Mosaics  Roman Gods | Viking Ships & Shields | Hieroglyphics |
| Design & Technology | Volcanoes | Carnival | Coolers |
| Computing | Collaborative Learning  How the Internet Works | Website Design  Sonic Pi | Investigating Weather  Computational Thinking |
| Music | Mamma Mia  Glockenspiel - Stage 1 | Stop  Lean On Me | Blackbird  Rock History |
| PSHE | Recognising feelings  Bullying  Assertive skills  Making a difference (different ways of helping others or the environment)  Media influence  Decisions about spending money | Recognising and celebrating difference (including religions and cultural difference)  Understanding and challenging stereotypes  Having choices and making decisions about my health  Taking care of my environment | Managing risk  Understanding the norms of drug use (cigarette and alcohol use)  Influences  Body changes during puberty  Managing difficult feelings  Relationships including marriage |
| Religious Education | L2.3 What is the ‘Trinity’ and why is it important for Christians?  L2.7 What do Hindus believe God is like? | L2.8 What does it mean to be Hindu in Britain today?  L2.5 Why do Christians call the day Jesus died ‘Good Friday’? | L2.6 For Christians, when Jesus left, what was the impact of Pentecost?  L2.11 How and why do people mark the significant events of life? |
| Physical Education | Coordination & Static Balance  Balance & Rotation | Flight & Travel  Coordination & Counter Balance | Agility & Static Balance  Agility & Static Balance |