

# Curriculum Map – Class 2 – Summer 2025

# Maths

### Place Value

representing 3 and 4 digit numbers; negative numbers (Y4)

### Addition and Subtraction

- Problem solving and data handling
- Using inverse operations
- **Developing mental** arithmetic

### **Multiplication and Division**

Solve problems including time Fractions and Decimals

# Geometry

- Different types of angles
- Calculating Area & Perimeter

Each unit is taught through the connective model, incorporating 'real life' problems and practical experiences



Year 4 Times Tables Check 9th - 13th June

## English

Fantastically Great Women who Changed the World

Children write their own report on Boudicca (linked to History topic).

# **The Whistling Monster** Children write their own story is the style of Jamila Gavin.

#### **Escape from Pompeii**

Historical Narrative. Children re-write in their own words from a different perspective (linked to History topic).



# **PSHE**

**PSHE** relationships

Family roles and responsibilities Friendship and negotiation Keeping safe online and who to go to for help Being a global citizen Being aware of how my choices affect others Awareness of how other children have different lives Expressing appreciation for family and friends

#### Changing me

How babies grow Understanding a baby's needs Outside body changes Inside body changes Family stereotypes Challenging my ideas Preparing for transition

#### Science

#### **Forces and Magnets**

- Examine the effect of friction using different surfaces
- Compare how different things move, and group them
- Observe that some materials are attracted to magnets and others are not
- Observe that some materials are repelled by magnets and others are not

#### **Living Things and 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 their local and wider environment
- Recognise that environments can change and that this can sometimes pose dangers to living things

# Computing

# **Computational Thinking:**

Exploring computational thinking through unplugged activities and applying these to programming.

Learning how to navigate the internet in an informed, safe and respectful way.

# History

# **Return to the Iron Age**

- Review and revisit The Stone Age through to the Iron Age
- Discover the Iceni and who their leader, Boudicca, was
- How do we know about Boudicca and the Battle if Watling Street?

#### What did the Romans do for us?

- When, why and where did the Romans invade Britain?
- How and why did life change during Roman rule?
  - What is the legacy that we still see today?







Music





How and why do

people mark the

life?

significant events in

# Art and Design Technology Painting Create collage in the

style of Andy Goldsworthy









