



Curriculum Map

Year 4 Autumn 1 2025-2026



English

This half term will centre around the story of The Loch Ness Monster. Based around magazine articles, the poem, 'The Song of the Loch Ness Monster' by Edwin Morgan and the book 'The Unsolved Mystery of the Loch Ness Monster' by Terri Sievert, we will be writing an information text, performing poetry and writing a narrative adventure story.

Maths

We will begin the school year looking learning about place value. We will explore numbers up to 10,000, learning how to partition and represent them in different ways. We will compare numbers and order them. We will also look how to round number to the nearest 10, 100 and 1000. We will also learn Roman numerals and make numbers up to 1000.

R.E

Our focus this half term is Jesus, who he was, his teachings and behaviour and how these actions connect to Christian beliefs. Through bible stories and artwork we make link to the Sabbath and the importance of this Jewish celebration.

Science

Our science this half term is electricity. We will be learning about where electricity comes from and the dangers surrounding it. We will learn how to make a complete simple circuits with bulbs, buzzers and motors. We will also use scientific testing to learn about switches, conductors and insulators.

History

This half term we will be learning about the achievements of the earliest civilisations; Ancient Sumer, The Indus Valley, Ancient Egypt and The Shang Dynasty of Ancient China. We will learn when, where and how these early civilisations began and compare, contrast and make connections between them.

P.E

This term we will be swimming on a Wednesday morning at Padiham Leisure Centre. We will be working towards our length achievement, refining the 3 main strokes and learning about water safety. We will also be doing outdoor adventurous activities focusing on working as a team.

Music

During this half term, we will be exploring musical contrasts. We will identify and recognise the different orchestral families. We will also use the artist Kandinsky to inspire our own musical improvisations with varying dynamics, tempo, timbre and pitch.

D.T

In this unit we will design and make our own electrical game. We will begin by evaluating a range of existing products before developing a design criteria for our own games. We will select materials and components and draw upon our electricity knowledge from our science lessons.

Computing

Animation is the unit we will be exploring this half term. We will learn the techniques used by animators and compare these methods using the Purple Mash 2Animate software. We will then be creating our own digital 2D animation using procedures such as onion skinning.