

The Woodlands Community Primary School

Class plan - Year 4 2025-2026 Cycle A



Invasion **History**

Companions

- Food and the Digestive System **Science**
- Contrast and Complement (Y4) **Art and design**
- Fresh Food, Good Food **Design and technology**
- Interconnected World **Geography**
- Sound **Science**
- Warp and Weft **Art and design**

Suggested text

The Saga of Erik the Viking – Terry Jones. [Interconnected World] – Collins Primary Atlas – Collins Kids

Memorable experience

The Ruin. [Fresh Food, Good Food] – Keeping food fresh. [Warp and Weft] – Textiles through time

Innovate challenge

Viking hoard. [Food and the Digestive System] – Let's investigate focus: Planning and carrying out. [Fresh Food, Good Food] – Designing and making a healthy packaged snack. [Sound] – Let's investigate focus: Planning and carrying out. [Warp and Weft] – Creating wall hangings

Geography

Geographical sources. [Interconnected World] – Compass points; Four and six-figure grid references; Tropics of Cancer and Capricorn; Countries, climate and culture of North and South America; Significant physical features of the UK; Renewable and non-renewable energy; National Rail network; UK canal network; Fieldwork; Local enquiry

Art and design

[Contrast and Complement (Y4)] – Colour theory; Colour wheel; Tertiary colours; Warm and cool colours; Complementary colours; Analogous colours. [Warp and Weft] – Weaving; Exploring yarns

History

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

English

Anglo-Saxon poetry; Playscripts; Norse myths; Non-chronological reports

Design and technology

[Fresh Food, Good Food] – Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks

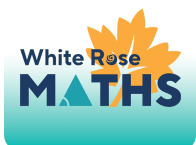
Science

[Food and the Digestive System] – Producers and consumers; Ecosystems; Food chains and food webs; Changes in ecosystems; Digestive system; Teeth types – incisors, canines, premolars, molars; Teeth health and dental hygiene; Working scientifically – Identifying and classifying, Observing changes over time, Comparative test, Pattern seeking, Research. [Sound] – Sound facts; Investigating sound; Sound waves; How we hear sounds; Muffling sound investigation; Volume and distance investigation; Changing the volume of sound investigation; Changing the pitch of sound investigation; Investigating sound further; Working scientifically – Identifying and classifying, Comparative test, Pattern seeking, Research

Y4 WRM – Autumn (v3.0) **Mathematics**

Mathematics

Block 1: Number – Place value; Block 2: Number – Addition and subtraction; Block 3: Measurement – Area; Block 4: Number – Multiplication and division





Misty Mountain, Winding River **Geography**

Companions

- States of Matter **Science**
- Vista **Art and design**
- Functional and Fancy Fabrics **Design and technology**
- Grouping and Classifying **Science**
- Animal **Art and design**

Suggested text

King of the Cloud Forests – Michael Morpurgo

Memorable experience

River visit. [Vista] - What a view!. [Functional and Fancy Fabrics] - Exploring fabrics. [Animal] - Animals in art

Innovate challenge

Learn about the Lakes. [States of Matter] - Let's investigate focus: Observing, measuring and recording. [Vista] - My landscape. [Functional and Fancy Fabrics] - Designing and making a William Morris-inspired fabric. [Grouping and Classifying] - Let's investigate focus: Reporting and concluding. [Animal] - Making Bankura horse sculptures

Geography

Rivers; Maps; Grid references; Contour lines; Physical processes – erosion, transportation and deposition; World rivers; Aerial images; Mountains; UK mountains; World mountains; Compass points; Water cycle; Soil; Altitudinal zones; Data analysis

Art and design

[Vista] - Landscape; Perspective. [Functional and Fancy Fabrics] - Motifs and pattern; Nature; Block printing; Embroidery. [Animal] - Significance of animals in art; Drawing; Printing, Clay sculpture

English

Diaries; Information leaflets; Explanations; Narrative poetry

Design and technology

Mountain climbing equipment. [Functional and Fancy Fabrics] - Fabrics; Design features; Significant designer – William Morris; Stitching a hem; Embellishment; Designing and making patterned and embellished fabrics

Science

Water cycle; Habitats; Changing environments. [States of Matter] - Classifying solids, liquids and gases; Unusual materials; Particle theory; Change of state; Melting, freezing, evaporation and condensation; States of water; Measuring temperature; Investigating melting; Line graphs; Researching melting and boiling points; Working scientifically – Observing changes over time, Identifying and classifying, Pattern seeking, Comparative test, Research. [Grouping and Classifying] - Types of classification; Taxonomy; Understanding and creating classification keys; Animal kingdom; Plant kingdom; Classifying new discoveries; Working scientifically – Identifying and classifying, Pattern seeking, Research

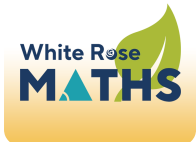
Personal, social and health education

Interruption of resources

Y4 WRM – Spring (v3.0) **Mathematics**

Mathematics

Block 1: Number – Multiplication and division; Block 2: Measurement – Length and perimeter; Block 3: Number – Fractions; Block 4: Number – Decimals





Ancient Civilisations **History**

Companions

- Electrical Circuits and Conductors **Science**
- Statues, Statuettes and Figurines **Art and design**
- Tomb Builders **Design and technology**
- Islamic Art **Art and design**

Suggested text

Secrets of a Sun King - Emma Carroll

Memorable experience

What is a civilisation?. [Statues, Statuettes and Figurines] - Figure drawing. [Tomb Builders] - Identifying simple machines. [Islamic Art] - Exploring Islamic art

Innovate challenge

Exploring the Indus Valley civilisation. [Electrical Circuits and Conductors] - Designing and making a nightlight. [Statues, Statuettes and Figurines] - Making Sumer-style figurines. [Tomb Builders] - Designing simple machines. [Islamic Art] - Creating geometric tiles

Geography

[Electrical Circuits and Conductors] - Sustainable energy sources

Art and design

[Statues, Statuettes and Figurines] - Figure drawing; Statues, statuettes and figurines; Sculptures from ancient civilisations; Clay work and sculpting. [Islamic Art] - Features of Islamic art; Motifs and patterns; High and low relief clay sculpture

History

Features of civilisations; Ancient Sumer; Ancient Egypt; Indus Valley civilisation; Artefacts; Timelines; New inventions and technology; Everyday life; Social hierarchy; Significant leaders; End of ancient civilisations

English

Free verse poetry; Instructions; Stories from other cultures

Design and technology

[Electrical Circuits and Conductors] - Making switches; Programmable technologies; Programming a micro:bit; Designing and making a nightlight; Incorporating programming and circuits in products. [Tomb Builders] - Simple and compound machines

Science

[Electrical Circuits and Conductors] - Sources of electricity; Electrical devices; Electrical components; Series circuits; Complete and incomplete circuits; Conductivity; Conductors and insulators; Wired plugs; Incandescent light bulbs; Future of electricity; Working scientifically - Identifying and classifying, Pattern seeking, Comparative test, Research

Y4 WRM – Summer (v3.0) **Mathematics**

Mathematics

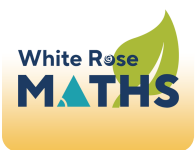
Block 1: Number – Decimals; Block 2: Measurement – Money; Block 3: Measurement – Time; Block 4: Geometry – Shape; Block 5: Statistics; Block 6: Geometry – Position and direction



Y6 WRM – Spring (v3.0) **Mathematics**

Mathematics

Block 1: Number – Ratio; Block 2: Number – Algebra; Block 3: Number – Decimals; Block 4: Number – Fractions, decimals and percentages; Block 5 – Measurement – Area, perimeter and volume; Block 6 – Statistics





Y4 Barefoot Computing **Computing**

Computing

Staying safe online; Evaluating digital content; Algorithms and debugging; Programming

Staying safe online; Evaluating digital content; Algorithms and debugging; Programming