| Year 4 <br> Autumn 1 <br> 2022-23 | Wk 1 $5^{\text {th }}$ September 2022 | Wk 2 <br> $12^{\text {th }}$ September 2022 | Wk 3 <br> $19^{\text {th }}$ September 2022 | Wk 4 $26^{\text {th }}$ September 2022 | Wk 5 $3^{\text {rd }}$ October 2022 | Wk 6 10 ${ }^{\text {th }}$ October 2022 Trip | Wk 7 <br> 17 ${ }^{\text {th }}$ October 2022 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | The Egyptian Cinderella |  |  |  | Egypt and Tutankhamun trip |  |  |
| English | Fiction - writing to entertain |  |  |  | Non-fiction - writing to inform |  |  |
| WCR | The Egyptian Cinderella |  | Marcy and the Riddle of the Sphinx |  |  |  |  |
| Maths | Place Value: four digit numbers <br> Round numbers to the nearest 10 or 100 <br> Count in 1,000 s <br> Represent 4-digit numbers <br> Use number lines <br> Learn about Roman numerals |  |  |  |  | Number: addition and subtraction <br> Find 1,000 more or less <br> Compare and order numbers to 10,000 <br> Round numbers to the nearest 1,000 <br> Count in 25s <br> Count back through zero into negative numbers |  |
| RE | EXPLORE - people | REVEAL - people | REVEAL - people | RESPOND - people | EXPLORE - called | REVEAL - called | REVEAL - called |
| PSHE/RHE | Get up! <br> TenTen | Making Choices <br> SCARF | The Sacraments <br> TenTen | SCARF Hotel <br> SCARF | We Don't Have to be the Same <br> TenTen | Danger, Risk or Hazard <br> SCARF | Respecting our Bodies <br> TenTen |
| History Ancient Egypt | Prior Knowledge | Historical Sources | Hieroglyphics | Life in Ancient Egypt | Life After Death | Ancient Civilisations | Composite Task |
| Science <br> Biology - <br> Classifying <br> Organisms | Classification | Vertebrates | Invertebrates | Plants | Nature Reserves | Unusual Organisms | Composite Task |
| Art Collage | Explore Ancient Egyptian Art | Symbols and Hieroglyphics | Overlapping and Overlaying | Design - Final Piece | Create - Final Piece | Decorate - Final Piece | Assess - Final Piece |
| Music | Poetry and Environment Ostinato and rhythm notation |  |  |  |  |  |  |
| Computing | Analyse educational games | Build a game prototype | Repetition and Keeping Track | Interface | Progression | Test and refine | End of unit assessment |
| PE | Fitness |  |  |  |  |  |  |
| French | La Phonetique Lessons 1 \& 2 |  | Les Formers Lessons 1-5 |  |  |  |  |

