

# *The Ryde School*

## Curriculum Information

Autumn Term 2025

Year 4

Curriculum Area	Topics Covered
Art	<p><b>Storytelling Through Drawing:</b> Drawing is a powerful way to tell stories. By integrating text within our artwork, we can deepen its meaning and guide the viewer's understanding. Sequencing multiple drawings allows us to create a narrative that unfolds over time, inviting emotional responses from the audience. Through the careful use of line, shape, colour and composition, we can craft imagery that is not only visually striking but also rich in character and emotion.</p> <p><b>Take One Picture:</b> Inspiring a lifelong love of art and learning by using a single artwork from our collection to spark cross-curricular projects in primary classrooms.</p>
Religious Education	<p><b>Why do some people think that life is a journey? What significant experiences mark this?</b> To understand various religious and spiritual traditions, students study important life milestones like baptism, Bar and Bat Mitzvahs, Hindu Samskaras, and marriage. This helps them learn how people celebrate significant events and the cultural and spiritual values behind these rituals.</p>
Design and technology	<p><b>Shell Structures with CAD Design: Use CAD software to design and create shell structures.</b></p> <ul style="list-style-type: none"> <li>• <b>Designing:</b> Work together to create practical ideas and design criteria. Use CAD to model and share these ideas.</li> <li>• <b>Making:</b> Plan the main steps of building, and choose the right tools and software.</li> <li>• <b>Evaluating:</b> Analyse different shell structures, focusing on materials and methods.</li> <li>• <b>Technical Knowledge:</b> Understand and use nets for cubes and cuboids, and use the correct technical terms.</li> </ul>
Geography	<p><b>Volcanoes:</b> To understand what a volcano is and the processes behind its eruptions. To explore the key features of volcanoes and learn about tectonic plates and the 'Ring of Fire.' To investigate life in volcanic regions and compare volcanic areas to non-volcanic ones. To demonstrate your knowledge of volcanoes by identifying famous volcanoes around the world and recognising their impact on the environment and human life.</p>
History	<p><b>Romans, Anglo-Saxons and Ancient Egypt:</b> To use evidence to ask and answer questions about the past.</p> <p>Location – To investigate the origins of key historical events or cultures.</p> <p>Conflict – To explore and describe the varied experiences of conflict throughout history.</p> <p>Travel – To understand how travel influenced life, shaped societies, and sparked change in the past.</p>
Computing	<p><b>Repetition in Shapes:</b> Pupils will plan, modify, and test commands to create shapes and patterns using the text-based language Logo. They will learn how to use repetition to simplify their code.</p> <p><b>Repetition in Games:</b> Pupils will explore repetition in programming through Scratch. They will learn the difference between count-controlled and infinite loops, using this to improve animations and games by adding loops.</p>
Modern Foreign Languages	<p><b>French:</b></p> <p><b>Les formes (Shapes):</b> Pupils will learn to identify and name up to 10 common shapes in French, building on their vocabulary. They will also review the numbers introduced in Year 3 to reinforce their understanding.</p> <p><b>En classe (In the Classroom):</b> Pupils will learn the names of familiar classroom objects in French. They will also practice using the phrases '<i>J'ai...</i>' (I have) and '<i>Je n'ai pas de...</i>' (I do not have) to describe what they do or don't have.</p>
Physical Education	<p><b>All 4 Sport: Invasion Games:</b> Pupils will improve their skills in teamwork, movement, and strategy in various invasion games.</p> <p><b>Gymnastics: Balance:</b> Pupils will learn to balance using different body parts, understanding stable and unstable positions. They will practise maintaining balances, transitioning smoothly, and creating a balance sequence with varied shapes, speeds, and levels, showing creativity and planning.</p>
Science	<ul style="list-style-type: none"> <li>• <b>Animals, Including Humans:</b> Identify different types of human teeth and their basic functions.</li> <li>• <b>Living Things and Their Habitats:</b> Recognise that living organisms can be categorised in various ways.</li> <li>• <b>States of Matter:</b> Compare and group materials based on whether they are solids,</li> </ul>

	liquids, or gases. <ul style="list-style-type: none"> <li>• <b>Sound:</b> Understand how sounds are produced, link them to vibrations, and explore how the volume of a sound relates to the strength of these vibrations.</li> <li>• <b>Electricity:</b> Identify everyday appliances that use electricity.</li> </ul>
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### Enrichment Activities

Hatfield House trip

Image theatre

Science SETPOINT workshop

Pantomime trip

### How you can help your child:

- **Times Tables Rockstars:** Support your child in practising times tables with this engaging tool.
- **Daily Reading:** Encourage your child to read for at least thirty minutes, five times a week. Good readers often become good writers!
- **Home Reading Journals:** Keep a reading journal to track progress and reflections.
- **Visit Relevant Places:** Explore locations related to current topics of study.
- **Diverse Texts:** Read various types of texts, such as newspapers, leaflets, and informational books.
- **Times Tables Games:** Play games like Hit the Button, Times Table Tennis, and number card games to practise multiplication.
- **Use of Dictionaries and Thesauruses:** Encourage checking spellings with a dictionary and finding synonyms with a thesaurus to build vocabulary.
- **Time-Related Activities:** Provide opportunities to practice telling time and solving time-related problems.
- **Money Skills:** Practise counting coins, calculating change, and managing money through shopping activities.
- **Kitchen Measurements:** Involve your child in identifying, weighing, or measuring ingredients for recipes.
- **Number and Logic Games:** Play games that involve numbers or logic, such as dominoes, card games, darts, draughts, or chess.
- **Writing Practice:** Encourage writing activities like letters, shopping lists, notes, stories, or poems.
- **Handwriting:** Emphasise the importance of cursive handwriting and neat presentation.