

The Ryde School

Curriculum Information

Autumn Term 2026

Year 4

Curriculum Area	Topics Covered
Art	The Art of Display: Pupils will explore how the presentation of a piece of art changes the way we see and understand it. They will learn what a plinth is and consider how artists use display and context to shape meaning. Using sketchbooks, clay and other materials, pupils will design and build their own three-dimensional artwork, thinking carefully about positioning, character and presentation before sharing and reflecting on their finished pieces as a class.
Religious Education	Why do some people think that life is a journey? What significant experiences mark this? Pupils will look at a range of religious and spiritual traditions, learning about key life milestones such as baptism, Bar and Bat Mitzvah, Hindu Samskaras and marriage. Through this they will consider how different communities mark significant moments and the beliefs behind these customs.
Design and technology	Shell Structures with CAD Design: Pupils will use CAD software to design and make shell structures. Designing: Pupils will collaborate to generate practical ideas and design criteria, using CAD to model and share their thinking. Making: Pupils will sequence the key stages of construction and select suitable tools and materials. Evaluating: Pupils will compare a range of shell structures, considering the materials and construction methods used. Technical Knowledge: Pupils will explore nets for cubes and cuboids and apply the correct technical vocabulary.
Geography	Volcanoes: Pupils will find out what a volcano is and what causes it to erupt. They will examine the key features of volcanoes and learn about tectonic plates and the Ring of Fire, before exploring what life is like in volcanic regions compared with non-volcanic areas. Pupils will apply their learning by locating famous volcanoes around the world and considering their effect on the environment and on human life.
History	Romans, Anglo-Saxons and Ancient Egypt: Pupils will use historic evidence to raise and answer questions about the past. Location – Pupils will research the origins of key historical events and civilisations. Conflict- Pupils will explore and describe a range of experiences of conflict across history. Travel – Pupils will consider how travel shaped past societies, influenced daily life and brought about change.
Computing	Repetition in Shapes: Pupils will write, adjust and test commands to produce shapes and patterns using the text-based language Logo, learning how repetition can make their code more efficient. Repetition in Games: Pupils will investigate repetition within Scratch, learning to distinguish between count-controlled and infinite loops and applying loops to enhance their animations and games.
Modern Foreign Languages	French: Les formes (Shapes): Pupils will extend their vocabulary by naming up to ten common shapes in French, and will revisit the Year 3 numbers to consolidate their understanding. En classe (In the Classroom): Pupils will learn the French names for familiar classroom objects in French and practise the phrases ' <i>J'ai...</i> ' (I have) and ' <i>Je n'ai pas de...</i> ' (I do not have) to talk about what they do and do not have.
Physical Education	All 4 Sport: Invasion Games: Pupils will develop their teamwork, movement and strategic thinking across a range of invasion games. Gymnastics: Balance: Pupils will learn to balance on different body parts and to recognise stable and unstable positions. They will practise holding balances, moving smoothly between them, and building a balance sequence using varied shapes, speeds, and levels, showing creativity and careful planning.
Science	Animals, Including Humans: Pupils will identify the different types of human teeth and their basic functions. Living Things and Their Habitats: Pupils will recognise that living organisms can be grouped in a variety of ways. States of Matter: Pupils will compare and sort materials according to whether they are solid, liquid or gas. Sound: Pupils will find out how sounds are produced, relate them to vibrations and investigate how the strength of a vibration affects the volume of a sound. Electricity: Pupils will identify everyday appliances that run on electricity.

Enrichment Activities

Mountfitchet Castle trip

Image theatre

Science SETPOINT workshop

Pantomime trip

Life in Ancient Egypt Day

Outdoor learning opportunities

Dance lessons

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.