

The Ryde School

Curriculum Information

Spring Term 2026

Year 4

Curriculum Area	Topics Covered
Art	Exploring patterns Exploring Patterns: Pupils will recognise drawing as a mindful practice, using line, shape and colour to design unique patterns. Through techniques including folding, cutting and collage, they will develop their ideas and apply repeated patterns to various products and creative outcomes, encouraging both artistic expression and practical application.
Religious Education	What does it mean to be a Hindu in Britain today? Pupils will explore key aspects of Hindu belief and worship, understanding that Hinduism, or "Sanatana Dharma" (eternal truth), encompasses diverse ways of life, spiritual practices and beliefs. Focusing on British Hindus, they will examine the diversity within British Hinduism compared to its origins in India, learning about core Hindu beliefs and how they are expressed in thoughts and actions.
Design and technology	Mechanical Posters: Pupils will develop their understanding of mechanical systems by investigating existing lever and linkage mechanisms. They will develop design criteria and create annotated sketches to communicate innovative ideas for moving posters that promote recycling. Pupils will build prototypes and finished products, selecting appropriate tools and materials to incorporate lever and linkage mechanisms, before evaluating their work against design criteria.
Geography	The Amazon Rainforest The Amazon Rainforest: Pupils will explore the world's rainforests by locating them on a world map and investigating life within these environments. They will learn about the four main layers of rainforest vegetation and analyse climate data through charts and graphs. Pupils will discover the lives of indigenous tribes, comparing their way of life with modern society and examine the threats facing rainforests alongside actions we can take to protect them. Finally, they will compare the Amazon Rainforest with UK forests to understand their similarities and differences.
History	Romans, Anglo-Saxons and Ancient Egypt: Pupils will explore evidence to ask and answer questions about the past, investigating the origins of key historical events and cultures. They will examine varied experiences of conflict throughout history and understand how travel influenced societies, shaped lives and drove change.
Computing	Repetition in Shapes: Repetition in Shapes: Pupils will use the text-based language Logo to plan, modify and test commands for creating shapes and patterns, learning how repetition simplifies coding. Repetition in Games: Pupils will explore repetition in programming with Scratch, understanding count-controlled and infinite loops to enhance animations and games through the effective use of loops.
Modern Foreign Languages	Modern Foreign Languages French: Les formes (Shapes): Pupils will expand their vocabulary by learning to identify and name up to 10 common shapes in French, while revisiting Year 3 numbers to strengthen their understanding. En classe (In the Classroom): Pupils will learn the names of common classroom objects in French and practise using the phrases J'ai... (I have) and Je n'ai pas de... (I don't have) to describe possessions.
Physical Education	All 4 Sport Invasion Games: Pupils will develop teamwork, movement and strategic skills through a range of invasion games. Orienteering
Science	Science <ul style="list-style-type: none"> • Animals Including Humans: Describe the basic functions of the human digestive system. • Living Things and Their Habitats: Use classification keys to group, identify and name various living things in local and wider environments.

	<ul style="list-style-type: none"> • States of Matter: Observe how materials change state when heated or cooled and research the temperature at which this occurs (°C). • Sound: Identify patterns between the volume of a sound and the strength of vibrations, as well as between pitch and the characteristics of the object producing the sound. • Electricity: Build a simple series circuit, naming its parts (cells, wires, bulbs, switches, buzzers) and determine if a lamp will light based on its position in the circuit.
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Enrichment Activities

Verulamium Museum Trip Science STEM workshop – Super Power

How You Can Help Your Child:

- Times Tables Rockstars: Support your child in practising times tables using this fun and engaging tool.
- Daily Reading: Encourage reading for at least 30 minutes, five times a week—strong readers often become strong writers!
- Home Reading Journals: Keep a journal to track reading progress and reflections.
- Visit Relevant Places: Take trips to locations connected to current topics of study.
- Diverse Texts: Explore a range 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 reinforce multiplication.
- Use of Dictionaries and Thesauruses: Encourage using a dictionary for spelling and a thesaurus to expand vocabulary.
- Time-Related Activities: Provide opportunities for practising telling time and solving time-related problems.
- Money Skills: Help your child practise counting coins, calculating change and managing money through shopping activities.
- Kitchen Measurements: Involve your child in measuring ingredients for recipes to develop practical maths skills.
- Number and Logic Games: Play number or logic games like dominoes, card games, darts, draughts or chess.
- Writing Practice: Encourage writing letters, shopping lists, notes, stories, or poems.
- Handwriting: Emphasise the importance of neat cursive handwriting and presentation.