

The Ryde School

Curriculum Information

Summer Term 2026

Year 4

Curriculum Area	Topics Covered
Art	Festival Feasts 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	Why is Jesus inspiring to some people? (Christianity)? Pupils will explore the life and teachings of Jesus, understanding why he inspires Christians and influences their beliefs and actions today. What can we learn from religions about deciding what is right and wrong? (Christians, Judaism and non-religious people): Pupils will investigate how Christians, Jewish people, and non-religious individuals approach moral decision-making, comparing different perspectives on ethics and values.
Design and technology	Crumble: Pupils will learn how to use a small computer called a Crumble to control lights, motors and switches. They will discover how to write programs that make decisions using 'if...then...' commands, which means the computer can do different things depending on what is happening (like when a button is pressed). By the end, they will design and build their own working fairground carousel that uses everything they have learned about programming and connecting electronic parts together.
Geography	European mountains including UK. Pupils will learn about mountains and their features through map work and geographical study. They will locate mountain ranges across Europe and the UK, understand how contour lines show height and steepness on maps, and identify key features of mountains. Pupils will explore how different types of mountains are formed through tectonic plate movements, including fold mountains, volcanic mountains and dome mountains. They will investigate how mountain climates vary around the world and examine both the positive and negative impacts of tourism on mountain regions, considering economic, social and environmental effects.
History	Ancient Egypt and Anglo-Saxons: Pupils will investigate why and how the Ancient Egyptians built the pyramids, exploring archaeological evidence and understanding that much remains uncertain. They will compare different Ancient Egyptian gods and goddesses, examining sources such as paintings and temple walls to understand beliefs and symbolism. Pupils will then explore the Anglo-Saxon period, understanding the terms 'invaders' and 'settlers' and creating timelines to show key events. They will investigate why several tribes invaded Britain after the Romans left in the early 5th century, examining the reasons for invasion and settlement patterns across the country.
Computing	Creating media – Audio Production Pupils will identify the input device (microphone) and output devices (speaker or headphones) required to work with sound digitally. Pupils will discuss the ownership of digital audio and the copyright implications of duplicating the work of others. In order to record audio themselves, pupils will use Audacity to produce a podcast, which will include editing their work, adding multiple tracks and opening and saving the audio files. Finally, pupils will evaluate their work and give feedback to their peers.
Modern Foreign Languages	Modern Foreign Languages <ul style="list-style-type: none"> • Quelle est la date aujourd'hui? Pupils will learn to ask and answer questions about dates in French. • Quel temps fait-il? Pupils will describe weather conditions in French. • Les Romains - Pupils will explore vocabulary related to the Romans, connecting their French learning with their history studies.
Physical Education	All 4 Sport Invasion Games: All 4 Sport Invasion Games: Pupils will develop teamwork, movement, and strategic skills through a range of invasion games. Dance

Science	<p>Science</p> <p>Animals Including Humans: Pupils will describe changes humans experience from birth to old age, recognise stages of growth including puberty, and identify the main parts of the circulatory system. They will explore how diet, exercise, and lifestyle choices impact bodily functions.</p> <p>Living Things and Their Habitats: Pupils will describe the functions of flower parts in plant reproduction, compare seed dispersal methods, and sequence the life cycles of various organisms.</p> <p>States of Matter: Pupils will compare and group materials based on their properties and distinguish between reversible changes (dissolving, mixing, changes of state) and irreversible changes (burning, chemical reactions).</p> <p>Light: Pupils will recognise that light travels in straight lines and use this understanding to explain how we see objects and why shadows have the same shape as the objects that cast them.</p> <p>Electricity: Pupils will investigate how the number and voltage of cells affect circuit components and use recognised symbols to represent simple circuits in diagrams.</p>
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Enrichment Activities

History Off the Page – Ancient Egyptian Workshop

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.