RISING STARS
SUPPLIER OF THE YEAR 2013

The new National Curriculum 2014 – Year 4

ENGLISH

Reading
- Apply knowledge to read and understand new words
- Read further 'exception' words
- Listen to and discuss a range of fiction, poetry, plays and non-fiction
- Read books structured in different ways and read for a range of purposes
- Use dictionaries to check meaning
- Read a wide range of texts, identifying themes and conventions, and retelling some orally
- Prepare poems and plays to perform
- Discuss interesting words/phrases
- Recognise some forms of poetry
- Check own understanding of reading; ask questions to improve understanding
- Draw inferences and make predictions
- Identify and summarise main ideas
- Identify how language, structure and presentation contribute to meaning
- Retrieve and record information from non-fiction
- Discuss reading with others

Writing
- Spell: words with prefixes and suffixes; homophones; commonly misspelt words
- Use possessive apostrophes with plurals
- Use a dictionary to check spellings
- Write simple dictated sentences
- Increase legibility, consistency and quality of handwriting; use joins appropriately
- Prepare to write by: studying existing texts; discussing and recording ideas; rehearsing sentences orally; building up vocabulary and a range of sentence structures
- When writing: use paragraphs; create settings, characters and plot; use simple organisational devices
- Assess effectiveness of own and others' writing and propose changes to improve consistency
- Proofread spelling and punctuation
- Read own writing aloud
- Use: a range of connectives; present perfect tense; nouns/pronouns appropriately
- Use and punctuate: fronted adverbials; direct speech
- Learn and use grammar and terminology in Appendix 2

Spoken language
- Listen and respond appropriately
- Ask relevant questions
- Build vocabulary
- Articulate and justify own ideas
- Describe, explain and narrate for different purposes; express feelings
- Participate actively in conversations
- Speculate, hypothesise and explore ideas
- Speak clearly and fluently in Standard English
- Take part in discussions, presentations, performances, role-play, improvisations and debates
- Keep listeners interested
- Explore different viewpoints
- Communicate effectively using appropriate register

SCIENCE
- Classify living things
- Recognise that changing environments can pose dangers to living things
- Describe simple functions in the human digestive system
- Identify different types of human teeth and their functions
- Construct and interpret food chains
- Identify and compare solids, liquids and gases
- Explore changes of state; relate to changes of temperature
- Identify the part played by evaporation and condensation in the water cycle
- Explore and identify how sound is made through vibration, and how to change pitch and volume of sounds
- Know that we hear sounds when vibrations travel through a medium to the ear, and that sounds get fainter with distance
- Identify appliances that run on electricity
- Construct a simple series electrical circuit
- Identify whether or not a lamp will light
- Recognise that a switch opens and closes a circuit
- Recognise common conductors and insulators; associate metals with being good conductors

Working scientifically
- Ask questions and use enquiries to answer them
- Set up simple practical enquiries and fair tests
- Observe carefully and systematically, taking accurate measurements
- Collect, record, sort and present data
- Record and report on findings in various ways
- Use results to draw conclusions, make predictions, suggest improvements and ask further questions
- Identify differences, similarities and changes
- Use scientific evidence

DESIGN AND TECHNOLOGY (KS2)
- Develop products fit for purpose
- Communicate design ideas in various ways
- Use a wider range of tools and materials
- Evaluate existing products and improve own products
- Build and strengthen more complex structures
- Use mechanical, electrical and computing systems in own products
- Understand and apply principles of a healthy diet
- Prepare and cook mainly savoury dishes
- Understand seasonality

GEOGRAPHY (KS2)
- Locate the world's countries, focusing on Europe and the Americas
- Study UK counties, cities, regions, physical features, land use and changes over time
- Identify the lines and zones on a globe, including time zones
- Compare a UK region with one in Europe and one in the Americas
- Understand key aspects of physical and human geography
- Use maps, atlases, globes and digital/computer mapping
- Use eight points of the compass, four- / six-figure grid references, symbols and keys
- Use a range of methods to study the local area

HISTORY (KS2)
- Changes in Britain from Stone Age to Bronze Age
- Roman Empire and its impact on Britain
- Settlement of Britain by Anglo-Saxons and Scots
- Vikings and Anglo-Saxons in Britain (to 1066)
- An aspect of British history extending past 1066
- Local history study
- Overview of earliest civilizations and in-depth study of one (Ancient Sumer, Indus Valley, Ancient Egypt or Shang Dynasty)
- Ancient Greece
- A non-European society (early Islamic, Mayan or Benin)

COMPUTING (KS2)
- Design, write and debug programs
- Use sequence, selection and repetition in programs
- Use logical reasoning
- Understand computer networks
- Use search technologies effectively
- Create a range of digital products (including for handling data)
- Use technology safely, respectfully and responsibly

MATHEMATICS

Number
- Count in multiples of 6, 7, 9, 25 and 1000
- Find 1000 more/less
- Count backwards to include negative numbers
- Recognise place value of each digit in a four-digit number
- Order and compare numbers beyond 1000
- Identify, represent and estimate numbers in different ways
- Round numbers to nearest 10, 100 or 1000
- Solve problems with larger positive numbers
- Use Roman numerals to 100 (C)
- Add and subtract numbers with up to four digits in columns
- Estimate and use inverse operations to check answers
- Solve two-step addition and subtraction problems
- Know all tables to 12 × 12
- Multiply and divide mentally
- Use factor pairs and commutativity in mental calculations
- Use standard short multiplication to multiply two- and three-digit numbers by a one-digit number
- Solve problems involving multiplying and dividing
- Recognise common equivalent fractions
- Count up and down in hundredths
- Solve problems involving increasingly harder fractions
- Add and subtract fractions with common denominators
- Recognise and write decimal equivalents of any number of tenths and hundredths and of $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$
- Find the effect of dividing a one- or two-digit number by 10 and 100
- Round decimals with one dp to whole numbers
- Compare numbers with same number of decimal places up to two dp
- Solve measure and money problems involving fractions and decimals

Measurement
- Convert between units of measure
- Measure and calculate perimeter of right-angled shapes
- Find area of right-angled shapes by counting squares
- Estimate, compare and calculate different measures
- Read, write and convert times between analogue and digital and between 12- and 24-hour
- Solve time conversion problems

Geometry
- Compare and classify 2D shapes, including quadrilaterals and triangles
- Identify, compare and order acute, obtuse and right angles
- Identify lines of symmetry in 2D shapes
- Complete a simple symmetric figure
- Use first quadrant coordinates
- Introduce simple translations
- Plot points and draw sides to complete a polygon

Statistics
- Use bar charts, pictograms, tables and time graphs

LANGUAGES (KS2)
- Listen and respond
- Explore language through stories, songs, poems and rhymes
- Converse; ask and answer questions; express opinions; seek help
- Speak in sentences
- Develop accurate pronunciation
- Express ideas and describe things orally and in writing
- Understand written words and phrases
- Broaden vocabulary
- Understand basic grammar

ART AND DESIGN (KS2)
- Use sketchbooks to collect, record and evaluate ideas
- Improve skills in drawing, painting and sculpture, using various materials
- Learn about great artists, architects and designers

MUSIC (KS2)
- Use voice and instruments with increasing accuracy, control and expression
- Improvise and compose music
- Listen with attention to detail
- Use and understand musical notation
- Appreciate a wide range of live and recorded music
- Develop an understanding of musical history

PHYSICAL EDUCATION (KS2)
- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility and control in gym, dance and athletics
- Take part in outdoor adventurous activities
- Compare performances to achieve personal bests
- (KS1 or KS2) Swim at least 25 metres; use a range of strokes; perform self-rescue

For Religious Education – continue to follow the locally agreed syllabus.

An overview of the statutory requirements from the new National Curriculum published in September 2013. Jigsaw posters developed by Michael Tidd.

www.risingstars-uk.com/newcurriculum