

Grange Primary School  
 Long-term plan 2025 - 2026  
 Year 4 - Beech Class



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Weeks</b>	7 weeks 3 days	6 weeks 3 days	6 weeks	5 weeks	5 weeks 4 days	7 weeks
<b>Special Event</b> (visit, visitor, event)	Virtual Author	Song Performance <b>Church Visit</b>	<b>Roman Trip</b>	Song Performance <b>Blackpool Trip</b>	<b>Bright Sparks Visitor</b> Winmarleigh	Song Performance
<b>Class Novel</b>	The Land of Roar by Jenny McLachlan	Song of the Dolphin Boy By Elizabeth Laird	One Dog and his Boy By Eva Ibbotson	The Wonder Brothers By Frank Cottrell-Boyce	Call me Lion By Camilla Chester	The Misadventures of Mina Mahmood School Trip By Farhana Islam
<b>English</b>	Poetry Performance		Poetry Performance		Poetry Performance	
	Nuts & Bolts	Fiction	Non-Fiction	Fiction	Non-Fiction	Fiction

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<p>Start class novel.</p> <p>Build engagement and confidence as writers.</p> <p>Revise and revisit key grammar &amp; punctuation objectives from previous year/s through several short writes:</p> <ul style="list-style-type: none"> <li>• Description</li> <li>• Characterisation</li> <li>• Settings</li> <li>• Suspense</li> <li>• Dialogue (YR 4-6)</li> </ul>	<p><b>Model Text</b> Mission Possible</p> <p><b>Text Type</b> Quest</p> <p><b>Toolkit</b> Dialogue</p> <p><b>Writing Outcome (Innovation)</b> Sequel</p> <p><b>Independent Outcome</b> New Quest Story</p>	<p><b>Model Text</b> Should Children do Housework? By Pie Corbett (YR 4 Writing Models)</p> <p><b>Text Type</b> Discussion</p> <p><b>Toolkit</b> Discussion</p> <p><b>Writing Outcome (Innovation)</b> Should children have mobile phones?</p> <p><b>Independent Outcome</b> Choose: Should there be zoos? Should there be homework? Should children be allowed to play Xbox?</p>	<p><b>Model Text</b> Zelda Claw and The Rain Cat (Blue Pie Corbett Book p 112)</p> <p><b>Text Type</b> Fear story</p> <p><b>Toolkit</b> Suspense</p> <p><b>Writing Outcome (Innovation)</b> New threat for Zelda e.g. a dog and change weather conditions</p> <p><b>Independent Outcome</b> Own animal threat story</p>	<p><b>Model Text</b> Spy Pen</p> <p><b>Text Type</b> Explanation</p> <p><b>Toolkit</b> Explanation</p> <p><b>Writing Outcome (Innovation)</b> Own practical gadget to fix a problem (Doesn't need to be linked to spies)</p> <p><b>Independent Outcome</b> Own spy related gadget</p>	<p><b>Model Text</b> The Magician's Shop by Pie Corbett (YR 4 Writing Models p42)</p> <p><b>Text Type</b> Fantasy</p> <p><b>Toolkit</b> Description Setting</p> <p><b>Writing Outcome (Innovation)</b> Embellish/add to the original text</p> <p><b>Independent Outcome</b> Diagon Alley (or similar) description/setting description</p>	<p><b>Model Text</b> What to do if you meet an alien by Pie Corbett (Y4 Writing Models)</p> <p><b>Text Type</b> Instructions</p> <p><b>Toolkit</b> Instructions</p> <p><b>Writing outcome (innovation)</b> What to do if you find a xxx</p> <p><b>Independent Outcome</b> What to do if you (free choice)</p>
	<p><b>Cross-curricular Writing</b> Recount - OW Link</p>	<p><b>Cross-curricular Writing</b> Dialogue</p>	<p><b>Cross-curricular Writing</b> Explanation</p>	<p><b>Cross-curricular Writing</b> Explanation</p>	<p><b>Cross-curricular Writing</b> Setting Description</p>	

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<b>Maths</b>	Place Value to 10,000 Addition & Subtraction	Addition & Subtraction Multiplication & Division	Further Multiplication & Division Graphs	Fractions Decimals	Time Money	Mass, Volume, Length Area Geometry Position & Movement Roman Numerals Place Value
<b>Science</b>	States of Matter	Animals including Humans p4	Science of Sound	Living Things and their Habitats	Electricity	The History of Science
<b>Computing</b>	Computing systems and networks – The Internet	Creating media – Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
<b>History</b>	Opening Worlds Roman Republic	Opening Worlds The Roman Empire	Opening Worlds Roman Britain	Opening Worlds Christianity in three Empires	Opening Worlds Arabia & Early Islam	Opening Worlds Cordoba: City of Light
<b>Geography</b>	Opening Worlds The Rhine & the Mediterranean	Opening Worlds Population	Opening Worlds Coastal Processes and Landforms	Opening Worlds Tourism	Opening Worlds Earthquakes	Opening Worlds Deserts
<b>RE</b>	Opening Worlds The Family of Jesus	Opening Worlds The Birth of Jesus	Opening Worlds The Life & Teachings of Jesus	Opening Worlds Death & Resurrection of Jesus	Opening Worlds The Message of Jesus Spreads	Opening Worlds Islam 1: Ramadan
<b>PE</b>	Invasion Games - On the Attack	Invasion Games - Basketball	Swimming	Target Games - Dodgeball	Net and Wall Unit	Athletics
	Dance - Ironman	Gymnastics Core	Dance - Rock and Roll	Swimming	OAA - Team Work & Problem Solving	Striking and Fielding - Cricket
<b>Art &amp; Design</b>	Still life Artist focus - Dali		Watercolour Artist focus - Monet			3D Plaster: Self Portraits

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<b>DT</b>			Electric Lighthouses	Food Technology - Stir Fry
<b>Music</b>	Brass		Ukulele Musical Futures (Sections 1 - 3) Hound Dog	
<b>French</b>	Unit 1: Moi! (Me!) Pupils learn basic greetings, to introduce themselves, count to 10, and state their age.	Unit 2: Les Animaux (Animals) Pupils learn to name common farm and pet animals, describe them simply (e.g., big/small), and express basic preferences.	Unit 3: Les Couleurs et Les Formes (Colours & Shapes) Pupils learn to identify and name common colours and basic shapes, describing simple objects.	
<b>PSHE</b>	<u>My Happy Minds</u> <ul style="list-style-type: none"> <li>• Meet Your Brain</li> <li>• Places</li> <li>• Showing Respect and Managing Hurtful Behaviour</li> <li>• Celebrate</li> </ul>	<u>My Happy Minds</u> <ul style="list-style-type: none"> <li>• Appreciate</li> <li>• First Aid</li> <li>• Media Literacy and Digital Resilience</li> <li>• Relate</li> <li>• Safe Relationships</li> </ul>	<u>My Happy Minds</u> <ul style="list-style-type: none"> <li>• Engage</li> <li>• Keeping Safe</li> <li>• Economic Wellbeing</li> <li>• Ourselves, Growing and Changing - Transition</li> </ul>	