

The Good Shepherd
Catholic Primary School



Medium Term
Planning

Year 4

2025 - 2026

YEAR 4 Autumn 2025			Weekly Science		
Sep 1	Geography	Rivers	Cycle 1	Living things and their habitat	STRONG START
	Computing	Computing systems and networks – the internet			
8	Geography	Rivers			What are the characteristics of living things?
	Art	Drawing Block A			
	Computing	Computing systems and networks – the internet			
15	Geography	Rivers			What animals are vertebrates?
	Art	Drawing			
	Computing	Computing systems and networks – the internet			
22	Geography	Rivers			What animals are invertebrates?
	Art	Drawing			
	Computing	Computing systems and networks – the internet			
29	Geography	Rivers			What groups are plants classified in?
	DT	Food and Nutrition Block A			
	Computing	Computing systems and networks – the internet			
Oct 6	Geography	Rivers	What is classification? How do I use a key?		
	DT	Food and Nutrition			
	Computing	Computing systems and networks – the internet			
13	Geography	Rivers	What happens if the environment in a habitat changes?		
	Art	Painting block B			
	Computing	Creating media - photo editing			
20	ENRICHMENT Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits. Geography- Rivers: make model and name own river				
November 27 Half Term					
3	History	Britain's settlement by Anglo-Saxons and Scots	Cycle 2	States of matter	What is matter? What does 'state' mean?
	DT	Food and Nutrition			
	Computing	Creating media - photo editing			
10	History	Britain's settlement by Anglo-Saxons and Scots			What are solids, liquids and gases?
	Art	Painting Block B			
	Computing	Creating media - photo editing			
17	History	Britain's settlement by Anglo-Saxons and Scots			Melting: how do materials change state?
	Art	Painting			
	Computing	Creating media - photo editing			
24	History	Britain's settlement by Anglo-Saxons and Scots			Evaporating: how do materials change state?
	Art	Painting			
	Computing	Creating media - photo editing			
Dec 1	History	Britain's settlement by Anglo-Saxons and Scots	Condensing: how do materials change state?		
	DT	Mechanisms Block B			
	Computing	Creating media - photo editing			
8	History	Britain's settlement by Anglo-Saxons and Scots	Summary: how do materials change their state of matter?		
	DT	Mechanisms			
	Computing	Programming A repetition in shapes			
15	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits Christmas performance				

Lesson 1 



Warm-Up
HI Baby!



PB Challenge
Matching Pairs



Skill
Footwork



Review Method
Time Shares

Lesson 2 



Warm-Up
HI Baby!



Skill
Footwork



Skill Application
Select Footwork Patterns



Review Method
Time Shares

Lesson 3 



Warm-Up
HI Baby!



Skill
Footwork



PB Challenge
Matching Pairs



Review Method
Time Shares

Lesson 4 



Warm-Up
Race Walking



PB Challenge
Balloon Balance



Skill
One Leg



Review Method
Time Shares

Lesson 5 



Warm-Up
Race Walking



Skill
One Leg



Skill Application
Pick Up - Put Down



Review Method
Time Shares

Lesson 6 



Warm-Up
Race Walking



Skill
One Leg



PB Challenge
Balloon Balance



Review Method
Time Shares

Lesson 1 



Warm-Up
Dice Frenzy Jumps



PB Challenge
Develop Jumping Combinations
(Competitive)



Skill
Jumping and Landing



Review Method
Rules on a Bus

Lesson 2 



Warm-Up
Dice Frenzy Jumps



Skill
Jumping and Landing



Skill Application
Perform Sequences (Jump)



Review Method
Rules on a Bus

Lesson 3 



Warm-Up
Dice Frenzy Jumps



Skill
Jumping and Landing



PB Challenge
Develop Jumping Combinations
(Competitive)



Review Method
Rules on a Bus

Lesson 4 



Warm-Up
Shape Up!



PB Challenge
Exchange Objects



Skill
Seated



Review Method
Rules on a Bus

Lesson 5 



Warm-Up
Shape Up!




Skill
Seated



Skill Application
Seated Tandem Cycling



Review Method
Rules on a Bus

Lesson 6 



Warm-Up
Shape Up!



Skill
Seated



PB Challenge
Exchange Objects



Review Method
Rules on a Bus

YEAR 4 Spring 2026				Weekly Science		
Jan 5 <small>(start Tues 6/1)</small>	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor		Cycle 3	Animals, including humans	
	Art					
	Computing					Printmaking and textiles Block C Programming A repetition in shapes
12	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor				What teeth do humans have? What do they do?
	Art					
	Computing					Printmaking and textiles Programming A repetition in shapes
19	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor		How does our mouth and teeth help digestion? What's the process?		
	Art					
	Computing			Printmaking and textiles Programming A repetition in shapes		
26	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor		Can teeth tell us what animals eat?		
	DT					
	Computing			Textiles Block C Programming A repetition in shapes		
Feb 2	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor Viking and Anglo-Saxon day (1st February)		What are the parts of the digestive system? What do they do?		
	DT					
	Computing			Textiles Programming A repetition in shapes		
9	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor		How does digestion work? What's the process?		
	DT					
	Computing			Textiles Creating media – audio production		
16	Half term					
23	History	Ancient civilisation – Egypt / Shang Dynasty		Cycle 4	Animals, including humans	
	Art					
	Computing					3D and collage Block D Creating media – audio production
Mar 2	History	Ancient civilisation – Egypt / Shang Dynasty London Egypt Exhibit (7th March)				How does digestion work? What's the process?
	Art					
	Computing					3D and collage Creating media – audio production
9	History	Ancient civilisation – Egypt / Shang Dynasty		What are food chains. How do they work?		
	DT					
	Computing			Structures Block D Creating media – audio production		
16	History	Ancient civilisation – Egypt / Shang Dynasty		How do I construct and interpret a food chain?		
	DT					
	Computing			Structures Creating media – audio production		
23	History	Ancient civilisation – Egypt / Shang Dynasty		SUMMARY How are teeth, digestion and food chains connected?		
	DT					
	Computing			Structures Creating media – audio production		
30 th March Easter break						

PE:

Lesson 1



Warm-Up
All Change



PB Challenge
3 Limb Race



Skill
On a Line



Review Method
Questions Carousel

Lesson 2



Warm-Up
All Change



Skill
On a Line



Skill Application
Mirror/Match/Contrast



Review Method
Questions Carousel

Lesson 3



Warm-Up
All Change



Skill
On a Line



PB Challenge
3 Limb Race



Review Method
Questions Carousel

Lesson 4



Warm-Up
To Bank or not to Bank



PB Challenge
Getting Around UK (competitive)



Skill
Ball Skills



Review Method
Questions Carousel

Lesson 5



Warm-Up
To Bank or not to Bank



Skill
Ball Skills



Skill Application
Take Gate Strides



Review Method
Questions Carousel

Lesson 6



Warm-Up
To Bank or not to Bank



Skill
Ball Skills



PB Challenge
Getting Around UK (competitive)



Review Method
Questions Carousel

Lesson 1



Warm-Up
Like Clockwork



PB Challenge
Juggle Challenge



Skill
Sending and Receiving



Review Method
Badge of Honour

Lesson 2



Warm-Up
Like Clockwork



Skill
Sending and Receiving



Skill Application
Send and Receive Circuits



Review Method
Badge of Honour

Lesson 3



Warm-Up
Like Clockwork



Skill
Sending and Receiving



PB Challenge
Juggle Challenge



Review Method
Badge of Honour

Lesson 4



Warm-Up
Team Juggling



PB Challenge
Roller Ball



Skill
With a Partner



Review Method
Badge of Honour

Lesson 5



Warm-Up
Team Juggling



Skill
With a Partner



Skill Application
Supporting Weight



Review Method
Badge of Honour

Lesson 6



Warm-Up
Team Juggling



Skill
With a Partner



PB Challenge
Roller Ball



Review Method
Badge of Honour

YEAR 4 Summer 2026			Weekly Science		
Apr 13	Geography	Latitude and longitude	Cycle 5	STRONG START	Electricity
	Art	Painting Block E Data and information- data logging			
	Computing				
Geography	Latitude and longitude				
20	Art	Painting Data and information- data logging		What appliances use electricity? What sort of power makes them work?	
	Computing				
	Geography			Latitude and longitude	
27	Art	Painting Data and information- data logging		What are the components in a simple series circuit?	
	Computing				
	Geography			Latitude and longitude	
May 4	DT	Electrical systems Block E Data and information- data logging		What are the effects of changing circuit components and batteries?	
	Computing				
	Geography		Latitude and longitude		
11	DT	Electrical systems Data and information- data logging			
	Computing				
	Geography		Fieldwork and mapping – environmental regions		
18	DT	Electrical systems Data and information- data logging			
	Computing				
	Geography		Fieldwork and mapping – environmental regions		
25	Half Term				
Jun 1	Art	Creative Response Block F Programming B Repetition in games	Cycle 6	What is sound?	Sound
	Computing				
	Geography				
8	Art	Creative Response Programming B Repetition in games		How does sound travel?	
	Computing				
	Geography			Water cycle	
15	Art	Creative Response Programming B Repetition in games	What is the pitch and loudness of sound?		
	Computing				
	Geography		Water cycle		
22	DT	Food and Nutrition Block F Programming B Repetition in games			
	Computing				
	Geography		Y4 Map skills and Environmental regions (Y4)		
29	DT	Food and Nutrition Programming B Repetition in games			
	Computing				
	Geography		Y4 Map skills and Environmental regions (Y4)		
July 6	DT	Food and Nutrition Programming B Repetition in games			
	Computing				
	Geography		Y4 Map skills and Environmental regions (Y4)		
13	ENRICHMENT - Use these flexible blocks to enrich the curriculum - 19 th July term ends. Brixworth country park and workshops				

Lesson 1			
 Warm-Up Continuous Throwing Relay	 PB Challenge Quick off the Mark	 Skill Reaction / Response	 Review Method Comfort, Stretch, Panic
Lesson 2			
 Warm-Up Continuous Throwing Relay	 Skill Reaction / Response	 Skill Application Adapt and Respond	 Review Method Comfort, Stretch, Panic
Lesson 3			
 Warm-Up Continuous Throwing Relay	 Skill Reaction / Response	 PB Challenge Quick off the Mark	 Review Method Comfort, Stretch, Panic
Lesson 4			
 Warm-Up Ball Champs	 PB Challenge Core Transfer	 Skill Floor Work	 Review Method Comfort, Stretch, Panic
Lesson 5			
 Warm-Up Ball Champs	 Skill Floor Work	 Skill Application Front Support Hockey	 Review Method Comfort, Stretch, Panic
Lesson 6			
 Warm-Up Ball Champs	 Skill Floor Work	 PB Challenge Core Transfer	 Review Method Comfort, Stretch, Panic

Lesson 1			
 Warm-Up Inside Out	 PB Challenge Turns	 Skill Ball Chasing	 Review Method Always, Sometimes, Rarely
Lesson 2			
 Warm-Up Inside Out	 Skill Ball Chasing	 Skill Application Team Strategy Challenges	 Review Method Always, Sometimes, Rarely
Lesson 3			
 Warm-Up Inside Out	 Skill Ball Chasing	 PB Challenge Turns	 Review Method Always, Sometimes, Rarely
Lesson 4			
 Warm-Up Rock, Paper, Scissors	 PB Challenge Balance Transfer (competitive)	 Skill Stance	 Review Method Always, Sometimes, Rarely
Lesson 5			
 Warm-Up Rock, Paper, Scissors	 Skill Stance	 Skill Application Keep Away v Intercept	 Review Method Always, Sometimes, Rarely
Lesson 6			
 Warm-Up Rock, Paper, Scissors	 Skill Stance	 PB Challenge Balance Transfer (competitive)	 Review Method Always, Sometimes, Rarely