



**END OF YEAR
EXPECTATIONS
FOR
YEAR 4
2026 - 2027**



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ENGLISH

WORD READING

Apply their growing knowledge of root words, prefixes and suffixes (etymology and morphology) both to read aloud and to understand the meaning of new words they meet. Read further exception words, noting the unusual correspondences between spelling and sound, and where these occur in the word.

COMPREHENSION

Develop positive attitudes to reading and understanding of what they read by:

- Listening to and discussing a wide range of fiction, poetry, non-fiction and reference books Identifying themes and conventions in a wide range of books
- Participating in discussions about books that are read to them (How to Train Your Dragon and When the Mountains Roared) and those they can read for themselves, building on their own and others' ideas and making comparisons within and across books
- Checking that the text makes sense to them, discussing their understanding and explaining the meaning of words in context
- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
- Predicting what might happen from details stated and implied
- Retrieving, recording and presenting information from non-fiction texts.

COMPOSITION & VOCABULARY

Plan their writing by discussing and recording ideas, progressively building a varied and rich vocabulary.

Draft and write by:

- Organising paragraphs around a theme
- In narratives, creating settings, characters and plot
- In non-narrative material, using simple organisational devices such as subheadings
- Using a range of descriptive language to engage the reader's interest
- Extending the range of sentences with more than one clause by using a wider range of conjunctions, including when, if, because, although. Improve their writing by editing and proof-reading.

PUNCTUATION

- Use the possessive apostrophe accurately with singular nouns and with both regular and irregular plural nouns
- Use inverted commas and other punctuation to indicate direct speech.

SPELLING AND GRAMMAR

- Use standard English forms for verb inflections, e.g. we were instead of we was.
- Use fronted adverbials followed by a comma, e.g. Later that day, or As fast as he could,.
- Choose nouns or pronouns appropriately for clarity and cohesion and to avoid repetition.
- Use the first 2 or 3 letters of a word to check its spelling in a dictionary.
- Correctly spell the common words and apply the spelling rules set out in the Years 3&4 National Curriculum list.

MATHS

NUMBER, PLACE VALUE & THE FOUR OPERATIONS

(+ - x ÷)

- Count in multiples of 6, 7, 9, 25 and 1000
- Find 1000 more or less than a given number
- Count backwards through zero to include negative numbers
- Order and compare numbers beyond 1000
- Round any number to the nearest 10, 100 or 1000
- Solve addition and subtraction two-step problems in context, deciding which operations and methods to use and why
- Recall multiplication and division facts for multiplication tables up to 12 x 12.

FRACTIONS

- Recognise and show, using diagrams, families of common equivalent fractions
- Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten
- Round decimals with one decimal place to the nearest whole
- Solve simple measure and money problems involving fractions and decimals to two decimal places.

GEOMETRY & MEASUREMENT

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- Identify acute and obtuse angles and compare and order angles up to two right angles by size
- Identify lines of symmetry in 2D shapes
- Plot specified points and draw sides to complete a given polygon
- Convert between different units of measure.

DATA HANDLING

- Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.



We want everyone in our community to find their strengths and talents

SCIENCE

- Living things - habitats
- States of matter
- Electricity
- Sound
- Teeth and Digestion
- Water cycle.

COMPUTING

- eSafety
- Basic coding
- Collaborative learning
- Website Design.

GEOGRAPHY

- Rivers
- Mountains
- Europe / Scandinavia
- Geographical skills and field work.

HISTORY

- Historical events, people and places including:
- Romans
- Anglo Saxons
- Vikings.

PE & SWIMMING

- Team games including skills and strategies
- Gymnastics - balance and co-ordination
- Swim unaided on both front and back
- Water safety.

DESIGN & TECHNOLOGY

- Design, Create & Evaluate a product
- Use of tools and materials
- Food
- Structure and mechanism
- Electrics.

PSHE

- Democracy
- Making choices
- What is important to me?
- Playing safe
- Growing up and changing
- First aid.

ART & DESIGN

- Working with different materials and mediums
- Colour, pattern, texture and line techniques
- Study a variety of artists.

