



CLASS 4 CURRICULUM ACADEMIC YEAR 2023-2024

LANGUAGE

OXFORD INTERNATIONAL ENGLISH 4

Oxford International English is a structured course that delivers reading comprehension, writing, and speaking and listening skills to students. Each unit of the student book is set out to allow a natural learning sequence of interest, inquiry, engagement, investigation and challenge. All units follow a clear, logical pattern of skills development:

1. Speaking and listening
2. Reading fiction
3. Reading non-fiction
4. Reading play scripts
5. Vocabulary and spelling
6. Grammar and punctuation
7. Reading poetry
8. Writing workshop

Units covered:

1. Life Long Ago
2. Beautiful Bugs!
3. Tricks and Truth
4. Fantastic Journeys
5. Amazing Animals
6. Families of the World
7. All Together!
8. World of Water
9. Poems for all Seasons

GRAMMAR

- Adverbs and adverbial phrases
- Verbs and tenses (past, present and future)
- Irregular Verbs- to be, to have
- Clauses and Commas
- Prefixes and suffixes
- Punctuation marks
- Alphabetical order
- Dictionary Use
- Apostrophes and contractions, possession, plurals
- Plurals- adding s
- Similies
- Metaphors
- Adjectives- comparative and superlative
- Adjectives of intensity
- Figurative language
- Alliteration and rhyme
- Homophones
- Connectives in sentences
- Words with common roots
- Same letter, different sound
- Direct and Indirect Speech
- Collective Nouns

LITERATURE

- Charlie and the Chocolate Factory (1st term)
- Gulliver's Travels (2nd term)

COMPREHENSION

- Fiction
- Non-fiction
- Play script
- Poetry

Supported by Origins Comprehension Workbooks

WRITING SKILLS

- Fiction- Writing a historical story
Writing a story with an everyday setting
- Non-fiction- Planning and writing a non-chronological report
Writing a newspaper-style report
Planning and writing an explanatory text
- Play script- Writing a beginning to a fantasy story
- Poetry- Writing a poem using a model

TARGETING HANDWRITING- Student Book 4

URDU

مختلف عنوانات پر تخلیقی لکھائی
تفہیم
ہجے اور املا
جملہ سازی
واحد/جمع
الفاظ/ضد
مذکر/مونث
تشبیہات
اسم معرفہ اور اسم نکرہ
فعل فاعل اور مفعول
فعل اور اسکے زمانے
اسم ضمیر
اسم صفت
کاروان اردوبک 4
اورینجز اردو عملی کتاب 1 اور 2

MANDARIN

- Revision- Numbers 1-100
- Revision- Colours
- Revision- Days of the Week
- Revision- Months of the Year
- Revision- Fruits
- Revision- Animals
- Parts of the body
- Vegetables
- Family members
- Things around the house
- Things around the school
- Directions: North, South, East, West
- Strokes
- Tones
- Characters
- Simple Conversation
- Sinolingua Reading Tree Level One Books 8, 9 and 10
Level Two Book 1

SOCIAL STUDIES

WORLD WATCH SOCIAL STUDIES FOR PRIMARY SCHOOLS 4

- Lahore
- Water
- Life in Another Country
- Where I Live
- Our Neighbours
- Our Government
- Babur- The First Mughal Emperor
- The Mughal Dynasty
- Science and Exploration
- Colonization
- Books and Printing
- Rights and Responsibilities

MATHEMATICS

NEW SYLLABUS PRIMARY MATHEMATICS 4

NUMBERS TO 100 000

- Counting to 100 000
- Comparing and Ordering Numbers
- Number Patterns
- Rounding Numbers
- Roman Numerals

MULTIPLICATION AND DIVISION

- Factors
- Multiples
- Multiplying by a 1-digit Number
- Multiplying by a 2-digit Number
- Dividing by a 1-digit Number
- Solving Word Problems

FRACTIONS

- Mixed Numbers
- Improper Fractions
- Converting Fractions
- Comparing and Ordering Fractions
- Fraction of a Set
- Adding Fractions
- Subtracting Fractions
- Solving Word Problems

SYMMETRY

- Completing Symmetric Figures

ANGLES

- Measuring Angles
- Drawing Angles
- Turns and Right Angles
- 8-Point Compass

DECIMALS (1)

- Tenths
- Hundredths
- Thousandths
- Comparing and Ordering Decimals
- Rounding Decimals
- Fractions and Decimals

DECIMALS (11)

- Adding Decimals
- Subtracting Decimals
- Multiplying Decimals
- Dividing Decimals
- Solving Word Problems

AREA AND PERIMETER

- Perimeter of Squares and Rectangles
- Area of Squares and Rectangles

TIME

- 24-Hour Clock
- Duration of Time
- Solving Word Problems

ISLAMIC EDUCATION

ISLAMIYAT FOR PRIMARY CLASSES 4

- Memorization and Translation- Surah Quraish, Surah Kafiroon, Surah Al-Qadr, Fifth Kalima, Duas
- Allah's names
- Pillars of Islam, Namaz
- Pillars of Islam, Zakat
- Articles of faith, Akhirat
- Prophet Muhammad (Early life)
- The character of our Prophet
- The life of the Prophet Muhammad
- Personalities of Islam
- Kinship
- Helping others
- Good manners
- Stories from the Quran

SCIENCE

OXFORD INTERNATIONAL PRIMARY SCIENCE 4

SOLIDS, LIQUIDS AND GASES

- Are they solids, liquids or gases?
- Particles
- Liquids
- Gases
- Heating materials
- Heating liquids
- Investigating melting
- Melting and freezing
- Getting the water back
- The water cycle

HABITATS

- Equipment for investigating habitats
- Investigating a local habitat
- Presenting data about local habitats
- Identification keys for animals
- Identification keys for plants
- Fossil fuels
- Air pollution
- River pollution
- Natural disasters- tsunamis
- Natural disasters- volcanoes
- Natural disasters- earthquakes

DIGESTION AND FOOD CHAINS

- Breaking down food
- Absorbing nutrients
- Teeth
- Taste
- Sorting food into groups
- Unhealthy foods
- Looking after teeth
- Food chains
- Making food webs
- Green plants and sunlight
- Passing energy along
- Producers and consumers
- Predators and prey

ELECTRICITY

- Electricity supply
- Making circuits
- Parts of a simple series circuit
- More electrical components
- Using switches
- Making circuits with switches
- Electrical current flows
- Conductors and insulators
- Dangers of electricity

SOUNDS

- How sounds are made
- Observing and measuring sound
- How does sound travel to our ears?
- Investigating how sound travels
- How can we make sounds louder?
- Some materials stop sound travelling
- Investigating wave patterns of sound
- Investigating the volume of sounds
- Making music

COMPUTER STUDIES

OXFORD INTERNATIONAL PRIMARY COMPUTING BOOK 4

CHAPTER 1: THE NATURE OF TECHNOLOGY

COMPUTERS AROUND US

- 1.1 The power of computers
- 1.2 Microprocessors at home
- 1.3 Microprocessors at work
- 1.4 Computer storage
- 1.5 How to use and store your files
- 1.6 Tips for saving files

CHAPTER 2: DIGITAL LITERACY USING THE WORLD WIDE WEB

- 2.1 About the world wide web
- 2.2 Searching the web
- 2.3 Improving your web search
- 2.4 Browsing and using bookmarks
- 2.5 How to spot unsuitable content
- 2.6 Be sure, be safe

CHAPTER 4: PROGRAMMING MAKE A GAME

- 4.1 Choose the sprites and backdrop
- 4.2 Make sprites move
- 4.3 Crash detector
- 4.4 Crash points
- 4.5 Add new program ideas
- 4.6 Design your own game

CHAPTER 5: MULTIMEDIA WRITING AND EDITING A DOCUMENT

- 5.1 Setting up a new document
- 5.2 Selecting and changing text
- 5.3 Adding headings and lists
- 5.4 Adding headers and contents
- 5.5 Editing a document
- 5.6 Finalising a document

CHAPTER 6: NUMBERS AND DATA WORKING WITH VALUES

- 6.1 Number values and labels
- 6.2 The Sum function
- 6.3 A spreadsheet formula
- 6.4 Percentages
- 6.5 Pie charts
- 6.6 Bar charts

PHYSICAL EDUCATION

FUNDAMENTAL MOTOR SKILLS

- Refined, running, jumping, throwing, catching and kicking skills, with a focus on accuracy, speed and technique
- Using running, jumping and throwing skills both singly and in combination
- Taking part in and designing challenges and competitions that call for precision, speed, power or stamina
- Introduction of new skills like hopping, skipping and galloping

SPORTS AND TEAM GAMES

- Introduction of a wider variety of team sports
- Basic offensive and defensive strategies to develop a better understanding of team dynamics

SWIMMING

- Swimming between 25-50 metres; keep swimming for 45- 90 seconds
- Using three different strokes, swimming on front and back with controlled breathing
- Swimming confidently and fluently, on the surface and underwater
- Working in groups to solve specific challenges and problems, sharing out the work fairly
- Recognising how swimming affects the body, and pacing efforts to meet different challenges
- Suggesting activities and practices to improve performance

ART & DESIGN

TEXTURE

- Awareness of textures
- Sharing textures
- Texture created by repetition
- Creating texture with paint
- Textured print collage
- Scratch-away texture
- Texture collage
- Cloth collage
- Sandpaper and paint collage
- Shape rubbings

FORM

- 2-D to 3-D

SPACE

- Overlapping collage
- Perspective, one-point
- Layering to show distance
- Cityscape

STEAMagination ACTIVITIES

The connection of STEAM (science, technology, engineering, arts and math) with a child's natural curiosity

HOUSE OF CARDS

- Children learn about patience, control and balance as they build a structure using a pack of playing cards.

INTRODUCTION TO ARCHITECTURE

- Children slot together wall panels, floor panels, columns, balcony rails, roofs and a stairway according to an assembly guide, to create a modern 3-D home.

DOMINO CHAIN REACTION

- Children create a domino chain reaction using mathematical and engineering concepts, including various objects (ramps, blocks, books etc) which encourage children to explore more complex designs and obstacles. In doing so, they learn the importance of careful planning, precision and understanding of Math and Physics principles to create a successful chain reaction.

BOATS

- Children understand the concepts of buoyancy and water displacement when they build a boat designed to withstand water, using a limited number of materials.

K-NEXAURUS

- Children build a K-Nexaurus Rex or other megasaurus dinosaur. They click different K-Nex parts together and discover how the building system works while creating dinosaurs that actually move with a battery-operated motor.