



Curriculum Rationale

Evergreen Pupil Referral Unit

2024

What is the rationale behind our curriculum?

Our curriculum is supported by and based upon Cornerstones. Cornerstones supports Evergreen to cover all aspects of learning.

We believe that children deserve a balanced curriculum that enables them to develop a deep understanding of all subjects and the interconnections between them. However, it must be noted that the pupils who attend Evergreen PRU are often disengaged with school and many may already come with a significant negative view and experience of themselves, the curriculum and wider education. As children come to Evergreen from across the city our children will have already experienced a wide range of different and diverse curriculums and expectations.

The rationale for the Cornerstones Curriculum takes the form of 10 big ideas that provide a purpose for the aspects, skills, knowledge and contexts chosen to form the substance of the curriculum.

These big ideas form a series of multi-dimensional interconnected threads across the curriculum, allowing children to encounter and revisit their learning through a variety of subject lenses, topics and experiences. Even in the short time that many of our children are with us, these encounters help children to build conceptual frameworks that will enable a better understanding of increasingly sophisticated information and ideas and help them to be better prepared for their future and onward educational journey, wherever that may be.

How the Cornerstones 10 Big Ideas support learning at Evergreen

One	Humankind	Humankind - Understanding what it means to be human and how human behaviour has shaped the world. At Evergreen, many children arrive having lost their love for learning and feeling disengaged from the world. By exploring the impact of humankind, they are encouraged to connect with their surroundings and recognise their unique role in shaping it. This helps reengage and inspire them, rekindling their passion for learning.
Two	Nature	Nature - Understanding the complexities and wonders of the world its people and its ecosystems of the plant and animal species that inhabit the world. Many children arriving at Evergreen have found their educational journey challenging, with a world that may have felt narrow and uninspiring. Through Cornerstones, we offer a wide range of engaging and inspiring opportunities that take learning beyond the classroom, helping to broaden their horizons and ignite their curiosity
Three	Processes	Processes - Understanding the many dynamic and physical processes that shape the world. At Evergreen, we strive to help our children understand that the world operates through a complex network of interconnected processes, essential for fostering and sustaining relationships with others and the environment. This understanding is particularly important for children who have faced challenges, as it allows them to appreciate the value of cooperation and recognise their role within the broader local and global community.
Four	Place	Place - Understanding the visual, cultural, social, and environmental aspects of places around the world. At Evergreen, helping our children understand a world full of opportunities, while also seeing how they can contribute to it, enables us to nurture positive dispositions. This approach supports their growth as confident, compassionate individuals ready to engage with and make a meaningful impact on the world around them.

Five	Creativity	Creativity - understanding the creative process and recognizing how both every day and exceptional creativity can shape the world—serves to inspire and motivate children. By nurturing this understanding, we help them re-engage with their learning while building upon their existing talents, skills, and creativity in the arts, work, and life.
Six	Comparison	Comparison - understanding how and why things are similar or different—plays a vital role in children’s learning at Evergreen. This skill helps children develop critical thinking and analytical abilities, allowing them to draw connections between concepts, recognise patterns, and appreciate diverse perspectives. By fostering a mind-set of comparison, we empower children to make informed decisions, solve problems creatively, and embrace diversity, ultimately enriching their educational experience and personal growth.
Seven	Investigation	Investigation - understanding its importance and how it has led to significant change in the world - is crucial for the children at Evergreen. By fostering a spirit of inquiry, we encourage children to explore, ask questions, and seek answers, which helps them develop critical thinking and problem-solving skills. This approach cultivates curiosity, empowers children to re-engage with their world, understand the impact of their learning, and once again become active participants in their learning journey. Ultimately, embracing investigation equips our children with the skills they need to contribute positively to their communities and the world.
Eight	Significance	Significance —understanding why important people, places, events, and inventions matter and how they have shaped the world—is crucial at Evergreen. We emphasise the importance of developing positive behaviours and personal dispositions by demonstrating the significance of new learning methods, building new relationships, and breaking old habits. This foundation empowers our children to acquire the skills and dispositions essential for progressing in their learning journey, enabling them to engage with and tackle any new challenges they encounter.
Nine	Materials	<p>Materials—understanding the properties of all matter, both living and non-living—can significantly benefit children who struggle in their learning journey. By engaging with hands-on activities and experiments, these children can connect abstract concepts to tangible experiences, making learning more accessible and relatable.</p> <p>This exploration encourages critical thinking and problem-solving skills, as they learn to observe, classify, and manipulate materials. It also fosters a sense of curiosity and wonder, which can reignite their passion for learning. Additionally, understanding materials can boost their confidence by allowing them to see the practical applications of their knowledge in everyday life, thus empowering them to overcome challenges and engage more fully with their education.</p>
Ten	Change	<p>Change—understanding why and how things have changed over time—can be especially beneficial for children who struggle in their learning. This understanding fosters a sense of context and relevance, helping them see that change is a natural part of life and learning.</p> <p>By exploring historical events, technological advancements, and societal shifts, children can develop critical thinking skills as they analyse causes and effects. This process encourages them to ask questions, draw connections, and engage with the material in a meaningful way.</p> <p>Moreover, understanding change can inspire resilience, showing children that challenges can lead to growth and improvement. By recognising that change is not only inevitable but also an opportunity for learning, these children may become more open to embracing new ideas and adapting to different situations, ultimately enhancing their confidence and engagement in their educational journey.</p>

The Four Cornerstones

The four cornerstones have provided with a solid foundation for planning our foundation subjects. The four cornerstones have provided a clear structure for lesson development whilst ensuring subject progression in all areas. We have carefully selected a range of topics with a clear subject focus that are completed over a half term to continually keep children engaged.

The most important underlying principle of a curriculum is to help children re-engage with learning. We believe that a successful curriculum is brought to life by high quality teaching, inspirational learning activities and opportunities to listen and plan for the developing interests and motivations of children.

That is why the Cornerstones Primary Curriculum is built upon a four stage teaching and learning philosophy...

ENGAGE – DEVELOP – INNOVATE – EXPRESS

What do the Four Cornerstones look like?

Engage	Develop
<p>Children engage in purposeful and contextualised learning experiences; in and outside the classroom, making the best use of partners, experts and the community to provide the stimulus to learn. To ensure that children are immediately 'engaged', teachers provide a range of memorable experiences and starting points that stimulate children's interests in a particular theme or concept.</p> <p>During the engage stage of learning children will:</p> <ul style="list-style-type: none"> • Have memorable first-hand experience. • Have WOW experiences – Investigate and Discover new ideas and concepts through theme days and other opportunities. • Be introduced in exciting ways to the new topic or theme. • Begin initial research and set enquiry questions. • Have lots of opportunity to make observations. • Develop spoken language skills. • Take part in sensory activities. • Have a great deal of fun, allowing them to fully 'engage' with their new topic. 	<p>A stage of learning that provides children with an opportunity to develop and master key skills, subject knowledge, research techniques and independence. Children become industrious learners making sense of information and experiences, leading to sound understanding and progress. Children develop their knowledge, understanding, and key and subject skills required to progress their learning and attainment through quality adaptations focused learning tasks and high-quality relevant learning experiences.</p> <p>During the develop stage of learning children will:</p> <ul style="list-style-type: none"> • Dig much deeper to develop their skills, knowledge and understanding of a topic across the curriculum. • Practice their newfound skills. • Compose, make, do, build, investigate, explore, and write for different purposes, read across the curriculum. • Research their own questions and those posed by others • Follow new pathways of enquiry based on their own interests • Complete homework activities that support their learning in school
<p>This a stage of learning that challenges children's ability to work creatively, explore possibilities and find solutions. Using and applying previously learned skills, knowledge and understanding children work collaboratively to innovate, managing their learning to achieve given success criteria. Teachers provide an imaginative and relevant provocation or scenario that provides opportunities to observe how successfully children can use, apply and problem-solve in creative and imaginative ways.</p> <p>During the innovate stage of learning children will:</p> <ul style="list-style-type: none"> • Apply previous skills, knowledge and understanding in real life contexts. • Be challenged with real or imagined problems and situations to solve using knowledge and skills from the earlier stages. • Be inspired with imaginative and creative opportunities. • Have time to re-visit skills, knowledge and understanding not grasped during the develop stage. • Have the opportunity to take on different roles. 	<p>A stage of learning that empowers children to share, celebrate and reflect with a range of partners and audiences. Children cement their learning through shared reflection with peers and other adults and can suggest the next steps of learning. Teachers discuss, review and support individual and group evaluations using their observations and evidence to make summative assessments.</p> <p>During the express stage of learning children will:</p> <ul style="list-style-type: none"> • Become the performers, the experts, the informers. • Share their achievements with others in many different ways.....parents, class mates and the community. • Evaluate finished products/processes • Tie learning back to the beginning • Celebrate the achievement and effort, however, small or large that has been applied to the learning.

Overview of the curriculum

Evergreen Primary Curriculum Rationale Overview						
	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Project Overview Hazel Base A	<p>Memory Box Teaches children about changes over time, family and community. This project develops children's knowledge and appreciation of local history, special memories, customs and traditions, and growing up.</p> <p>English Recounts; Diaries; Rhymes and mnemonics; Descriptions; Information texts</p> <p>History Changes within living memory</p> <p>A&D Drawing; Painting; Collage; Family portraits</p> <p>D&T Making picnic foods; Celebration cards; Making a memory box</p> <p>Geography Fieldwork in the local area</p> <p>Music Songs that help us remember; Writing a class song</p> <p>PE Dance; Traditional games</p> <p>PSHE Caring for babies and toddlers; Sharing memories; Playing and working cooperatively; Feeling positive</p> <p>Science Animals, including humans; Working scientifically</p> <p>Science investigation Why do we have two eyes? What can you remember?</p>	<p>Enchanted Wood Develops children's knowledge of British wildlife and woodland habitats. Children will observe and identify plants and animals, understand seasonal changes and appreciate the wonder of the woodland.</p> <p>English Recounts; Information texts and letters; Lists and instructions; Narratives</p> <p>Science Plants and animals; Identifying and classifying</p> <p>A&D Working with natural materials; Drawing; Painting</p> <p>Computing Email D&T</p> <p>Building structures; Making party food</p> <p>Geography Making maps</p> <p>PE Team games</p> <p>PSHE Feeling positive; Looking after the environment</p> <p>Science investigations Are all leaves the same? Do pine cones know it's raining? What's in a bud? How do leaves change?</p>	<p>Moon Zoom Develop children's knowledge of technology, space and materials. Children learn how to design and make model spaceships, considering the properties of materials. They might even meet an alien.</p> <p>English Posters; Character descriptions; Non-chronological reports; Adverts; Science fiction</p> <p>D&T Designing and making space-themed vehicles; Evaluating toys; Using mechanisms</p> <p>A&D Models of the Solar System</p> <p>Computing Drawing software; Algorithms; Email; Photo stories</p> <p>Geography Satellite images</p> <p>History Significant people – Astronauts; Changes within living memory</p> <p>Music Space sounds; Space-themed songs</p> <p>PE Dance</p> <p>PSHE Setting goals</p> <p>Science Properties of everyday materials; Working scientifically</p> <p>Science investigations What keeps us dry? How does it feel?</p>	<p>Splendid Skies Develop children's knowledge of weather and the seasons. Children will observe, identify and measure features of the weather, both every day and extreme.</p> <p>English Recounts; Poetry; Lists and instructions; Postcards; Non-chronological reports</p> <p>Science Seasonal changes</p> <p>A&D Collage; Painting</p> <p>Geography Seasonal and daily weather patterns</p> <p>History Significant individuals – Sir Francis Beaufort</p> <p>Music Weather sounds and songs</p> <p>PE Dance</p> <p>Science investigation How big is a raindrop? How wild is the wind? Does it snow in summer?</p>	<p>Dinosaur Planet Develop children's knowledge of prehistory. Children will learn about dinosaurs and fossils, and the amazing discoveries of palaeontologists, such as Mary Anning.</p> <p>English Fact files; Poetry and riddles; Non-chronological reports; Narrative; Writing for different purposes</p> <p>History Events beyond living memory; Significant individuals – Mary Anning</p> <p>A&D Large and small-scale modelling</p> <p>Computing Programming a floor robot; Stop motion animation</p> <p>D&T Designing and making</p> <p>Geography Locating continents and oceans</p> <p>Music Percussion</p> <p>PE Dance; Tactical games</p> <p>Science Plants and animals</p> <p>Science investigations Whose poo? Why do we have teeth?</p>	<p>Paws Claws and Whiskers Develop children's knowledge of shape, colour, pattern and texture. Children will observe, draw and recreate wild animals and pets, as they find out more.</p> <p>English Recounts; Fables; Booklets and lists; Instructions; Nursery rhymes and poems</p> <p>A&D Talking about art; Drawing; Collage; Making models; Painting; Sculpture; Masks and product</p> <p>Computing Retrieving images; Photography; Using presentation software</p> <p>D&T Designing labels; Designing and making animal enclosures</p> <p>Geography Using and making maps; Describing physical features</p> <p>Music Animal songs</p> <p>PE Animal movements; Dance</p> <p>PSHE Caring for animals</p> <p>Science Animals, including humans; Working scientifically</p> <p>Science investigations Can you leap like a frog? What is camouflage for? What can worms sense?</p>

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Project Overview Hazel Base B	<p>Land Ahoy Develops children’s knowledge of the sea, seafaring and pirates. Children use maps, learn about famous pirates and explorers and find out about life at sea.</p> <p>English Narratives; Information texts; Descriptions; Poetry; Postcards</p> <p>Geography Using and making maps; Locational knowledge; Directions</p> <p>A&D Observational drawing; Printing</p> <p>Computing Programming; Using presentation software</p> <p>D&T Mechanisms; Structures</p> <p>History Significant historical people – Captain James Cook, Grace Darling; Famous pirates</p> <p>Music Sea shanties</p> <p>PSHE Feeling positive</p> <p>Science Everyday materials; Working scientifically</p> <p>Science investigations Why do boats float? Can you find the treasure?</p>	<p>Towers, Tunnels and Turrets Teaches children about design, structures and materials. This project develops children’s knowledge of how to successfully design and build model bridges and buildings.</p> <p>English Recounts; Reported speech; Narratives; Letters; Posters</p> <p>D&T Making models of towers, bridges and tunnels</p> <p>A&D Sculpture using natural materials</p> <p>Computing Drawing software</p> <p>Geography Amazing structures around the world; Towers and bridges in the local area</p> <p>History Castles and castle life; Significant individuals – Isambard Kingdom Brunel</p> <p>PE Defend and attack games; Balance and coordination</p> <p>PSHE Dilemmas</p> <p>Science Habitats; Everyday materials; Working scientifically</p> <p>Science investigations Can you make a paper bridge? Where do worms like to live?</p>	<p>Street Detectives Teaches children about their local area. This project develops children’s knowledge of key landmarks, services and the community, how these have changed over the years and what they, as the younger generation, can do for their local area.</p> <p>English Recounts and captions; Nursery rhymes; Instructions; Adverts; Diaries</p> <p>History Changes within living memory; Significant people; Places and events in the local area</p> <p>A&D Famous local artists; Creating views from the local area</p> <p>Computing Photo stories; Algorithms</p> <p>D&T Making models; Baking; Making signs; Designing buildings</p> <p>Geography Fieldwork in the local area; Human and physical features; Using and making maps; Aerial images</p> <p>PE Measurement; Statistics</p> <p>PSHE Belonging to a community; Improving the local area</p> <p>Science Everyday materials; Plants</p> <p>Science investigations How do plants grow in winter?</p>	<p>Wriggle and Crawl Develops children’s knowledge of living things and their habitats. Children identify, observe and investigate minibeasts and understand life cycles.</p> <p>English Lists and leaflets; Instructions; Reviews and information texts; Poetry; Writing for different purposes</p> <p>Science Habitats; Animals, including humans; Working scientifically</p> <p>A&D Observational drawing; Model making</p> <p>Computing Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Presentations</p> <p>D&T Origins of food; Selecting natural materials</p> <p>Geography Fieldwork</p> <p>Music Play tuned and untuned instruments</p> <p>PE Dance</p> <p>PSHE Feeling positive</p> <p>Science investigations Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?</p>	<p>Muck, Mess and Mixtures Teaches children about amazing materials and colour. This project develops children’s knowledge of how to mix colours and apply materials to create unique pieces of art.</p> <p>English Labels, lists and captions; Recipes; Poetry; Narratives; Leaflets</p> <p>A&D Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay</p> <p>Computing Stop motion animation; Photography; Presentations</p> <p>D&T Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen</p> <p>PSHE Medicines and household products; Safety</p> <p>Science Everyday materials; Working scientifically</p> <p>Science investigations Which stuff is stickier? How is mud made? What shape is a bubble?</p>	<p align="center">Bounce</p> <p>Teaches children about movement, sport and how to refine their physical skills. This project develops children’s knowledge of different sports, sporting heroes, playground games and teamwork.</p> <p>English Recounts; Information texts; Instructions; Narratives; Poetry</p> <p>PE Throwing and catching</p> <p>A&D Sculpture</p> <p>Computing Photography</p> <p>D&T Materials; Mechanisms</p> <p>Music Chants and rhymes</p> <p>PSHE Teamwork; Health and well-being; Sporting heroes</p> <p>Science Caring for the environment</p> <p>Science investigations Do all balls bounce? Why should I exercise? How do germs spread?</p>

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	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Project Overview Maple Base A	<p align="center">Scrumdiddlyumptious!</p> <p>Children explore the tasty world of food, developing their knowledge of food groups, food origins, healthy eating and physical changes during cooking.</p> <p align="center">English</p> <p>Recounts; Recipes; Poetry; Non-chronological reports; Adverts</p> <p align="center">D&T</p> <p>Cooking and nutrition</p> <p align="center">A&D</p> <p>Sculpture</p> <p align="center">Computing</p> <p>Web searches; Emails</p> <p align="center">Geography</p> <p>Food miles and fair trade</p> <p align="center">History</p> <p>Significant individuals – James Lind</p> <p align="center">Music</p> <p>Playing instruments; Performing</p> <p align="center">PE</p> <p>Exercise</p> <p align="center">Science</p> <p>Nutrition</p> <p align="center">Science investigations</p> <p>Which is the juiciest fruit? Is it safe to eat?</p>	<p align="center">Mighty Metals</p> <p>Teaches children about forces, magnets and the incredible properties of metals. This project develops children’s knowledge of metal names, where they are found, their main properties and how metals can be used in everyday life.</p> <p align="center">English</p> <p>Non-chronological reports; Explanations; Instructions; Poetry;</p> <p align="center">Science</p> <p>Recounts</p> <p align="center">Computing</p> <p>Forces and magnets; Working scientifically</p> <p align="center">A&D</p> <p>Embossed pattern and pictures; Making jewellery</p> <p align="center">Computing</p> <p>Creating spreadsheets; Using presentation software</p> <p align="center">D&T</p> <p>Product evaluation; Research; Selecting materials; Making vehicles; Building an iron man; Using electrical circuits</p> <p align="center">Music</p> <p>Performing</p> <p align="center">PE</p> <p>Using equipment</p> <p align="center">Science investigations</p> <p>Can you block magnetism? Why do magnets attract and repel? What does friction do? How mighty are magnets?</p>	<p align="center">Gods and Mortals</p> <p>Develops children’s knowledge of the ancient Greeks. Children learn how and when the ancient Greek civilisation flourished, and understand their culture, armies and heroes.</p> <p align="center">English</p> <p>Character profiles; Diaries; Instructions; Myths and legends; Character descriptions</p> <p align="center">History</p> <p>Ancient Greece</p> <p align="center">A&D</p> <p>3-D sculpture; Greek art and design</p> <p align="center">Computing</p> <p>Using presentation software</p> <p align="center">D&T</p> <p>Moving parts; Making models</p> <p align="center">Geography</p> <p>Ancient and modern day Greece; Geographical features; Using maps</p> <p align="center">PE</p> <p>Athletics; Battle formation; Dance</p> <p align="center">PSHE</p> <p>Resolving differences</p> <p align="center">Science investigations</p> <p>Why did Icarus fall from the sky?</p>	<p align="center">Tribal Tails</p> <p>Develops children’s knowledge of prehistoric times. Children learn how early human culture and land use developed during the Stone Age, Bronze Age and Iron Age.</p> <p align="center">English</p> <p>Information texts; Adventure narratives; Fact files; Letters; Poetry</p> <p align="center">History</p> <p>Prehistoric Britain – Stone Age to Iron Age</p> <p align="center">A&D</p> <p>Neolithic art; Clay beakers; Iron Age jewellery</p> <p align="center">D&T</p> <p>Designing and making tools; Building structures</p> <p align="center">Geography</p> <p>Fieldwork; Human and physical geography; Using maps and aerial images</p> <p align="center">PSHE</p> <p>Lives of others</p> <p align="center">Science</p> <p>Plants; Light; Working scientifically</p> <p align="center">Science investigations</p> <p>Do plants have legs? What are flowers for?</p>	<p align="center">Predator</p> <p>Develops children’s knowledge of predatory animals, plants, food chains, habitats and learn the key parts and functions of animals and plants.</p> <p align="center">English</p> <p>Recounts; Leaflets; Poetry; Dilemma stories; Speeches</p> <p align="center">Science</p> <p>Food chains; Fossils; Plant parts and functions; Water transportation in plants; Skeletal systems; Working scientifically</p> <p align="center">A&D</p> <p>3-D models</p> <p align="center">Computing</p> <p>Algorithms; Flow diagrams; Online research; Using logical reasoning; Graphics software; Presentations</p> <p align="center">D&T</p> <p>Selecting and using materials</p> <p align="center">Geography</p> <p>Fieldwork; Using maps</p> <p align="center">PE</p> <p>Comparing performances; Competitive games</p> <p align="center">Science investigations</p> <p>How do fossils form? What are our joints for? Why are trees tall? What do owls eat? How do worms move?</p>	<p align="center">Tremors</p> <p>Teaches children about the Earth’s geological wonders. This project develops children’s knowledge of rocks, volcanoes, earthquakes, tsunamis and their impact on humans and the environment.</p> <p align="center">English</p> <p>Recounts; Poetry; Narratives; Newspaper reports</p> <p align="center">Geography</p> <p>Volcanoes and earthquakes</p> <p align="center">A&D</p> <p>Sculpture; Photography</p> <p align="center">Computing</p> <p>Presenting information</p> <p align="center">D&T</p> <p>Structures</p> <p align="center">History</p> <p>Ancient Rome – Pompeii</p> <p align="center">Music</p> <p>Composing</p> <p align="center">PE</p> <p>Outdoor and adventurous challenges</p> <p align="center">PSHE</p> <p>Topical issues</p> <p align="center">Science</p> <p>Rocks</p> <p align="center">Science investigations</p> <p>What is sand?</p>

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Project Overview Maple Base B	<p>Burps, Bottoms Bile Develops children’s knowledge of the digestive system. Children learn about teeth, bodily functions, healthy eating and, of course, poo.</p> <p>English Fact files; Explanations using idioms; Fantasy narratives; Slogans; Persuasive texts</p> <p>Science Teeth types; Tooth decay and hygiene; The digestive system; Working scientifically</p> <p>Computing Images; Algorithms; Video</p> <p>D&T Healthy foods; Textiles; Working models</p> <p>Music Composing lyrics</p> <p>PSHE Healthy bodies</p> <p>Science investigations How does toothpaste protect teeth? What is spit for?</p>	<p>I am Warrior Develops the children’s knowledge of the Romans and Celts. Children learn about and compare the two cultures and warfare tactics, understand chronology and study key individuals.</p> <p>English Soliloquies; Historical narratives; Play scripts; Instructions, invitations and menus; Letters</p> <p>History The Roman Empire and its impact on Britain</p> <p>A&D Drawing; Sculpture; Mosaic; Jewellery</p> <p>D&T Shields and helmets; Roman food; Roman designs</p> <p>Geography Comparing Britain and Italy; Using maps; Locational knowledge; Human and physical geography</p> <p>PE Competitive games; Building strength and agility</p> <p>PSHE Recognising achievements</p> <p>Science investigations Did the Romans use toilet roll?</p>	<p>Misty Mountain Sierra Teaches children about the human and physical features of mountain environments, developing their knowledge of mountain formation, settlement, climate zones and the water cycle.</p> <p>English Recounts and non-chronological reports; Calligrams; Explanations; Leaflets; Narratives</p> <p>Geography Using maps; Human and physical geography</p> <p>A&D Clay work; Weaving</p> <p>Computing Satellite mapping; Using GPS devices; 2-D animation; Online research</p> <p>D&T Evaluating and reflecting</p> <p>Music Composing lyrics</p> <p>PE Orienteering</p> <p>PSHE Facing new challenges; Mountain safety</p> <p>Science States of matter; Working scientifically</p> <p>Science investigations What do squirrels eat? Where does water go? Can worms sense danger? Why does it flood?</p>	<p>Potions Develops children’s knowledge of the properties of materials. Children learn the properties of solids, liquids and gases, recognise hazardous materials and learn how and why medicines, such as anaesthetics, were developed.</p> <p>English Labels and instructions; Letters; Play scripts; Poetry; Non-chronological reports</p> <p>Science States of matter</p> <p>A&D Design; Clay work; Crayon art; Photography</p> <p>Computing Presenting information</p> <p>D&T Developing products</p> <p>History Historic use of potions</p> <p>Music Improvising</p> <p>PE Dance</p> <p>Science investigations Are all liquids runny? How do smells get up your nose? Is custard a liquid?</p>	<p>Road Trip USA Teaches children about the United States, past and present, developing children’s knowledge of Native American culture, map reading, and the physical and human features of key locations in the United States.</p> <p>English Postcards; Emails; Diaries; Myths and legends; Poetry</p> <p>Geography Using world and US maps; Human and physical geography</p> <p>A&D Native American dreamcatchers; Weaving; Journey sticks</p> <p>Computing Collaborative databases and spreadsheets; Using logical reasoning; Writing programs; Effective online research; Presentations</p> <p>D&T Preparing US dishes; Making models; Designing totem pole</p> <p>History Native Americans</p> <p>Music Traditional and cultural music</p> <p>PSHE Expressing opinions; Stereotypes and discrimination</p> <p>Science Electricity</p> <p>Science investigations What conducts electricity? How do plugs work? Can you make a circuit from play dough?</p>	<p>Traders and Raiders Develops children’s knowledge of Britain’s early invaders and settlers. Children learn about Anglo-Saxon and Viking culture, chronology and key events.</p> <p>English Reports; Myths and legends; Character profiles; Poetry; Historical narratives</p> <p>History Anglo-Saxons and Vikings</p> <p>A&D Patterns and print making; Sketchbooks</p> <p>Computing Animation; Images</p> <p>D&T Making weapons and jewellery; Models of Anglo-Saxon homes; Clay rune stones</p> <p>Geography Using maps; Settlements; Europe</p> <p>Music Composing lyrics</p> <p>PE Competitive games; Attack and defence games</p> <p>Science investigations How did Vikings dye their clothes?</p>

Evergreen Primary Curriculum Rationale Overview

	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Project Overview Oak Base A	<p>Allotment</p> <p>Develops children’s knowledge of plants, agriculture and where food comes from. Children learn about plant reproduction, cooking, nutrition and land use across the world.</p> <p>English</p> <p>Non-chronological reports; Instructions; Explanations; Narrative; Poetry</p> <p>Geography</p> <p>Land use; Food origins; Geographical skills and fieldwork; Map work; Climate</p> <p>A&D</p> <p>Botanical drawing and painting</p> <p>Computing</p> <p>Using the web; Word processing</p> <p>D&T</p> <p>Cooking and nutrition; Making planters; Making structures</p> <p>PSHE</p> <p>Taking responsibility</p> <p>Science</p> <p>Life cycles of animals and plants; Working scientifically</p> <p>Science investigations</p> <p>Do dock leaves cure a sting? How many potatoes can you grow?</p>	<p>Alchemy Island</p> <p>Enables children to explore the mysterious sounds and hidden treasures of Alchemy Island. Children learn to compose, edit and create music and develop an understanding of musical scores.</p> <p>English</p> <p>Fantasy narratives; Non-chronological reports; Soliloquies; Poetry; Lyrics</p> <p>Music</p> <p>Composing; Recording and editing software; Music; Graphic scores</p> <p>Computing</p> <p>Photography; Debugging programs; Gaming</p> <p>D&T</p> <p>Electrical circuits; Designing a board game</p> <p>Geography</p> <p>Map reading; Using coordinates; Human and physical features</p> <p>Science</p> <p>Properties and changes of materials; Working scientifically</p> <p>Science investigations</p> <p>Can you clean dirty water? Do all solids dissolve? Will it erupt? Which materials conduct heat?</p>	<p>Stargazers</p> <p>Develops children’s knowledge of the Solar System. Teach children about the Moon, planets and significant individuals, including Galileo and Newton.</p> <p>English</p> <p>Mnemonics; Myths and legends; Free verse poetry; Newspaper reports; Descriptions</p> <p>Science</p> <p>Earth and space; Forces; Working scientifically</p> <p>A&D</p> <p>Printing; Design</p> <p>Computing</p> <p>Programming; Stop motion animation</p> <p>D&T</p> <p>Selecting materials; Research; Structures; Evaluation</p> <p>Geography</p> <p>Locating physical features</p> <p>History</p> <p>Significant individuals – Galileo Galilei, Isaac Newton; 1960s space race</p> <p>Music</p> <p>Music; Lyrics</p> <p>PE</p> <p>Dance</p> <p>Science investigations</p> <p>How do we know the Earth is round? Can we track the Sun? How do rockets lift off? Why do planets have craters? How does the Moon move?</p>	<p>Beast Creator</p> <p>Develops children’s knowledge of living things and their habitats. Children learn about identification keys, food chains and some of the deadliest beasts on the planet.</p> <p>English</p> <p>Non-chronological reports; Instructions and advertisements; Comic strips; Limericks and kennings; Fantasy narratives</p> <p>Science</p> <p>Living things and their habitats</p> <p>A&D</p> <p>Drawing; Perspectives</p> <p>Computing</p> <p>Research; Presentations</p> <p>D&T</p> <p>Making models</p> <p>Geography</p> <p>Fieldwork; Contrasting locations</p> <p>PSHE</p> <p>Debating ethical issues</p> <p>Science investigations</p> <p>How do worms reproduce? Why do birds lay eggs?</p>	<p>Pharaohs</p> <p>Develops children’s knowledge of ancient Egypt. Teach children about life on the Nile, the great pyramids and the powerful rule of the ancient pharaohs.</p> <p>English</p> <p>Chronological reports; Fact files; Research skills; Mystery stories; Play scripts</p> <p>History</p> <p>Ancient Egypt</p> <p>A&D</p> <p>Drawing artefacts; Headwear; Hieroglyphic amulets</p> <p>D&T</p> <p>Egyptian food; Making tombs and pyramids</p> <p>Geography</p> <p>Human and physical features of Egypt; The River Nile; Tourism</p> <p>PSHE</p> <p>Moral issues; Customs and beliefs; Role play</p> <p>Science investigations</p> <p>Why does milk go off?</p>	<p>Scream Machine</p> <p>Teaches children about mechanisms and forces, developing their knowledge about the properties of materials, pulleys and prototypes.</p> <p>English</p> <p>Poetry; Short narratives with dialogue; Signage and emails; Adverts; Non-fiction texts</p> <p>Science</p> <p>Forces; Properties of everyday materials; Mechanisms; Working scientifically</p> <p>A&D</p> <p>Photography and image editing</p> <p>Computing</p> <p>Photography; Creating digital maps; Research; Logical reasoning and algorithms; E-safety; Online discussion; Posters</p> <p>D&T</p> <p>Designing rides; Programming models; Mechanical systems; Evaluation; Food</p> <p>Geography</p> <p>Theme parks</p> <p>PSHE</p> <p>Discussion and debate</p> <p>Science investigations</p> <p>How do levers help us? Why are zip-wires so fast? What do pulleys do?</p>

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Project Overview Oak Base B	<p>ID Develops children’s knowledge of classification and inheritance. Children explore human identity, genetic characteristics, family traits and their own values and beliefs.</p> <p>English Descriptions and narratives; Non-chronological reports; Adverts; Facts, opinions and tributes; Calligrams</p> <p>Science Classification; Families and inheritance; Working scientifically</p> <p>A&D Portraiture and figurines</p> <p>Computing Software; Photo stories; E-safety</p> <p>D&T Tools and equipment; Design; Fashion and clothing</p> <p>Geography Community</p> <p>History Social reformers</p> <p>Music Appraising; Listening to voices</p> <p>PSHE Identity, personal views and opinions; My place; Recognising strengths</p> <p>PE Physical challenges</p> <p>Science investigation How does inheritance work? Why are things classified?</p>	<p>A Child’s War Teaches children about the cause and effect of the Second World War, significant events and people and develop their empathy for what it was like to be a child at the time.</p> <p>English Letters; Diaries; Persuasive posters; Narrative dialogue; Speeches</p> <p>History Second World War Computing Search technologies; Presentations</p> <p>D&T Recipes; Structures</p> <p>Geography Human geography; Cities of the UK</p> <p>Music Listening, performing and composing</p> <p>PSHE Empathising with people in different times</p> <p>PE Competitive games; Dance</p> <p>Science investigations How can you send a coded message?</p>	<p>Frozen Kingdom Develops children’s knowledge of polar regions. Teach children about the interconnections of this extreme ecosystem and how humans and animals seek to conquer it.</p> <p>English Chronological reports; Short narratives; Diaries; Haiku poetry; Letters</p> <p>Geography Features of the polar regions</p> <p>A&D Photography; Painting; Block printing</p> <p>Computing Collecting, evaluating and presenting data</p> <p>D&T Structures</p> <p>History Emigration and exploration in the early 1900s</p> <p>Music Soundscapes</p> <p>PSHE Care of the environment</p> <p>PE Outdoor adventure; Orienteering</p> <p>Science Living things and their habitats</p> <p>Science investigations How do animals stay warm? Can we slow cooling down?</p>	<p>Blood Heart Teaches children about the human circulatory system and heart health, developing their knowledge about the workings of the heart and significant medical discoveries.</p> <p>English Non-chronological reports; Shape poetry; Slogans and adverts; Biographies; Narratives using personification</p> <p>Science Circulatory system; Measuring heart rate; Lifestyle effects; Working scientifically</p> <p>A&D Modelling and sculpture; Abstract art</p> <p>Computing Websites; Flow diagrams</p> <p>D&T Tools and equipment; Recipes; Packaging; Working models</p> <p>Music Pulse; Raps</p> <p>PSHE Harmful substances; Caring about others</p> <p>PE Cardiovascular exercise</p> <p>Science investigations How does blood flow? What’s in blood? What can your heart rate tell you?</p>	<p>Tomorrow’s World Teaches children about modern communication, including how to build a website, esafety and the movers and shakers in the world of technology.</p> <p>English Email and blogs; Newspaper reports; Websites; Thriller narratives; Podcasts</p> <p>Computing Online research; Computer networks; Algorithms; Logical reasoning; Downloading music; Website design</p> <p>A&D Logo design</p> <p>D&T Significant individuals; Assistive technologies; Programming, monitoring and controlling products; Website design</p> <p>History History of computing</p> <p>PSHE Jobs of the future; Explaining opinions</p> <p>Science Light; Electricity</p> <p>Science investigations How does light travel? What is a reflection? Can you see through it? Can you turn a light down?</p>	<p>Hola Mexico Teaches children about the ancient Mayan civilisation and how their environment, beliefs, architecture and mathematical knowledge made the Maya one of the most sophisticated ancient civilisations.</p> <p>English Invitations; Postcards; Instructions; Myths and legends; Poetry</p> <p>Music Mexican music; Musical notation</p> <p>A&D Sculpture; Maya art; Carving</p> <p>Computing Online research; Presentations</p> <p>D&T Food of Mexico; Evaluating and making instruments</p> <p>Geography Maps; Human and physical geography of Mexico</p> <p>History Ancient Maya civilisation</p> <p>PE Dance</p> <p>Science Light and shadows</p> <p>Science investigation How can we make red? What colour is a shadow?</p>