

Adventurers – Curriculum overview – Cycle A

Life in all its fullness

John 10:10

Key vocab in <i>italics</i>	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
ENRICHMENT			Chester Zoo Trip All Saints Church visits Faith Visitors P.E events			
ENGLISH	Sparky – Jenny Offil Escape from Pompeii – Christina Balit	The mermaid of Zannor – Charles Causley The Barnabus Project – The Fan Brothers	<i>Winter's Child</i> - Angela McAllister <i>The Tear Thief</i> - Carol Ann Duffy	The Lion and the Unicorn - Shirley Hughes Cinderella of the Nile - Beverley Naidoo	The Last Garden - Rachel Ip How to Live Forever - Colin Thompson	FaRther - Grahame Baker Smith Our Tower - Joseph Coelho
	Own traditional tales Short news reports, diaries, character descriptions, adverts Newspaper reports Setting descriptions, diaries, letters, thought bubbles	Own version legends Information booklets, retelling from a different perspective, letters, tourist guides updates, dialogue Brochures Instructional writing (escape plan, experiment), descriptions, advertisements, letters of advice, dialogue	Fantasy story sequels Descriptive poems, postcards (recount), dialogue, setting descriptions as letters, retellings Newspaper article Shared poems, diary entries, persuasive posters, letters of explanation, discussions	Own historical narratives Letters, diaries, character and setting descriptions, non-chronological reports Own version narratives Descriptive passages, how to guides, letters, discussions, non-chronological reports	Own version extended narrative Setting descriptions, advertisement/ poster, retelling, instructional flyer, social media updates, dialogue Prequels Lost posters, dialogue, setting and character descriptions, ledger entries, instructions, letters of warning	Sequel stories Retellings, recounts (postcards), setting descriptions, diary entries, instructions Extended fantasy narratives Poems, setting descriptions, diary entries, dialogue, letters of thanks
	<i>Noun</i> <i>Pronoun</i> <i>Verb</i> <i>Adjective</i> <i>Adverb</i> <i>Main clause</i> <i>Subordinate clause</i> <i>Simple sentence</i> <i>Complex sentence.</i>	<i>Noun</i> <i>Pronoun</i> <i>Verb</i> <i>Adjective</i> <i>Adverb</i> <i>Question mark</i> <i>Standard English</i> <i>Determiner</i> <i>preposition</i>	<i>Determiner</i> <i>Conjunction</i> <i>Article</i> <i>Main clause</i> <i>Subordinate clause</i> <i>Coordinating conjunction</i> <i>Apostrophe</i> <i>Past tense</i> <i>Plural and singular</i>	<i>Standard English</i> <i>Present perfect tense</i> <i>Exclamation mark</i> <i>Comma</i> <i>Main clause</i> <i>Conjunction</i> <i>Subordinating conjunction</i> <i>Noun pronoun</i> <i>adjective</i>	<i>Noun</i> <i>Pronoun</i> <i>Verb</i> <i>Adjective</i> <i>Adverb</i> <i>Question mark</i> <i>Standard English</i> <i>Determiner</i> <i>preposition</i>	<i>Determiner</i> <i>Conjunction</i> <i>Article</i> <i>Main clause</i> <i>Subordinate clause</i> <i>Coordinating conjunction</i> <i>Apostrophe</i> <i>Past tense</i> <i>Plural and singular</i>
MATHS	Y3 Place value Addition and subtraction Length and perimeter Statistics Y4 Place value Addition and subtraction Length and perimeter Statistics	Y3 Multiplication Division Time 3D-shape Y4 Multiplication Division Time 3D - Shape	Y3 Place Value Multiplication Fractions Division Volume, Capacity and mass Y4 Multiplication Division Addition and subtraction Fractions Place value	Y3 Shape Addition and subtraction Fractions Position and direction Time Y4 Addition and subtraction Money Position and direction Area Measures	Y3 Addition and subtraction Multiplication and division 2D shape Decimal place value 3D shape Y4 Place value Addition and subtraction Multiplication and division Area	Y3 Place value Calculation Fractions Statistics Time Y4 Fractions 2D & 3D shape Statistics Place Value
	<i>Digit</i> <i>Place value</i> <i>Estimate</i> <i>Inverse</i> <i>Exchange</i> <i>Millimetre</i>	<i>Multiply</i> <i>Divide</i> <i>Factor</i> <i>Multiple</i> <i>Remainder</i> <i>Hour</i>	<i>Multiply</i> <i>Divide</i> <i>Fraction</i> <i>Numerator</i> <i>Denominator</i> <i>Place value</i>	<i>Vertex</i> <i>Edge</i> <i>Angle</i> <i>Subtract</i> <i>Fraction</i> <i>Clockwise</i>	<i>Add</i> <i>Subtract</i> <i>Multiply</i> <i>Divide</i> <i>Polygon</i> <i>Decimal</i>	<i>Place value</i> <i>Calculate</i> <i>Fraction</i> <i>Numerator</i> <i>Denominator</i> <i>Bar chart</i>

	Centimetre Perimeter Pictogram Tally chart		Minute Analogue vertex (vertices) Prism		Estimate Capacity Mass Volume		Direction Area Coins Convert		Tenths Cube Place value Area		Pictogram Triangle Cylinder Timeline	
SCIENCE	Materials: Rocks and soil		Animals: Movement and nutrition		Animals: Digestion and food		Energy: Electricity and circuits		Energy: light and Shadows		Making Connections: How does food affect muscle fatigue?	
	Rock Soil Fossil Sedimentary Igneous Metamorphic Permeable Weathering Mineral Layers		Skeleton Muscle Joint Movement Nutrition Energy Balanced Exercise Organ Support		Mouth Stomach Intestine Digestion Nutrient Enzyme Absorption Waste Saliva Food chain		Circuit Bulb Battery Wire Switch Cell Conductor Insulator Current Component		Light Shadow Reflection Transparent Translucent Opaque Source Refraction Beam Block		Investigation Prediction Variable Energy Fatigue Muscle Nutrition Control Results Conclusion	
RE	3.6 Harvest World Faith Unit Judaism – Sukkot		3.1 Called by God 3.2 Christmas		3.3. Jesus		3.4 Easter		3.5 Rules for living		World Faith Unit Islam – Pillars of Islam Sikhism – 5 Ks	
	World Faith Unit Harvest Festival Thankfulness Sukkot Sukkah Pongal		Prophet God Old Testament Ministry Coordination Emmanuel Incarnation		Jesus Mother Teresa Disciple Zacchaeus		Palm Sunday Temple Last Supper Gethsemane Good Friday Crucified Easter Sunday Resurrection		Sikhism -5K's Rules Laws Moses Commandment Mount Sinai Covenant Old and New Testament		Islam Muslim Allah Fasting, Charity Ramadan , Eid Sikh Langar Buddhist Humanist	
PSHE	Being me in my world (Y4)		Celebrating Differences (Y4)		Healthy Me (Y4)		Dreams and Goals (Y4)		Relationships (Y3)		Changing Me (Y3) Changing Me (Y4)	
	Valued Achievements personal goal acknowledge fears solutions rights responsibilities consequences dynamics		Family Difference Conflict Solutions witness bystander consequences hurtful compliment unique.		energy calories/ kilojoules heartbeat saturated fat healthy drugs attitude harmful risk feelings appreciate body choice.		Perseverance Challenges Ambition Aspirations Motivated Enthusiastic Excited Efficient responsible technique solutions celebrate Evaluate.		Stereotype Career Responsibilities Similarities Conflict social media online risky communication fair trade inequality climate exploitation		Changes Grow Uterus Womb Puberty male, female testicles, sperm, penis, ovaries, egg, ovum/ ova, womb/ uterus, vagina stereotypes excited, nervous, anxious, happy.	
PE	Gymnastics	Invasion Games: 3 Touch Ball	Target Games: Dodgeball	Dance: Dance around the world.	Games Net and Wall (Kick On Coach)	Gymnastics (Kick On Coach)	Target Games: Dodgeball	Games Net and Wall (Kick On Coach)	OAA Enrich (see MTP)	Invasion Games: Handball (Kick On Coach)	Striking and Fielding: Rounders	Swimming
	travelling control points of the body balance	send receive game skill throw	throw pass throw target accuracy	motif theme agility coordination precision	throwing action catching technique position	travelling control points of the body balance	throw pass throw target accuracy	throwing action catching technique position	seek read map features key	passing bounce pass tactic defender attacker	underarm accuracy communication striking fielding	stroke float push glide tread

	stillness accuracy jumping landing sequence actions rolls direction	catch tactics invasion attack defend dodge space	tactics skills dodging techniques	action movement travelling perform changes direction rhythm beat	striking control stroke grip tactics	stillness accuracy jumping landing sequence actions rolls direction	tactics skills dodging techniques	striking control stroke grip tactics	markers collaboration team work direction speed record	space outwit invasion score perform accuracy stamina	tactics tee drop feed focus stamina	position sculling technique front crawl breaststroke back stroke
COMPUTING	Programming: Scratch		Programming 1: Further coding with Scratch		Creating Media: Video trailers		Creating Media: Website design		Computing systems and networks 2: E-mailing		Programming 2: Computational thinking	
	algorithm animation application code code block debug decompose game interface loop predict program remixing code repetition code review Scratch sprite tinker		code block conditional statement coordinates decompose feature information negative number orientation position program project script sprite stage tinker variable		application camera angle edit film film editing software graphics import key events music photo plan recording sound effects storyboard time code trailer transition video voiceover		collaboration content contribution create design embed evaluate homepage hyperlinks images insert online plan progress published record review web page website world wide web		attachment bcc (blind carbon copy) cc (carbon copy) compose domain download icons inbox link log in log out positive language reply settings send spam email subject bar username wi-fi		abstraction algorithm code computational thinking decomposition input logical reasoning output pattern recognition script sequence variable	
HISTORY	What do local sources and artefacts reveal about the impact of the cotton industry/ industrial revolution on people's lives in Lancashire?			What do ancient artefacts teach us about the beliefs of ancient civilizations? What does 'The Book of the Dead' tell us about Ancient Egyptians believed?			How did the Maya reflect world beliefs in their inventions?					
	Industry Factory Cotton Mill Industrial Revolution		Invention Coal Steam engine Child labour Lancashire		Civilisation Belief Religion Gods Temple Tomb Mummy	Canopic jars Anubis Weighing of the heart Papyrus Ritual Priest	Book of the Dead Afterlife Pharaoh Sarcophagus Hieroglyphics	Sacrifice Maize Astronomy Ball game Codex		Maya Temple Pyramid Calendar Hieroglyphs		
GEOGRAPHY	Why do people live near volcanoes?			Why are rainforests important to us?			Where does our food come from? Ivory Coast					
	active volcano, climate change, composite volcano, crust, dormant volcano, earthquake, epicentre, extinct volcano, fault line, fault-block mountain, fertile soil, fold mountain, geothermal energy, igneous rock, index, inner core, outer core, magma, magma chamber, man-made rock, mantle, metamorphic rock, minerals, natural rock, negative effects, plate boundary, positive effects, pyroclastic flow, sedimentary rock, seismic waves, shield volcano, tectonic plate, tsunami, vent, volcanic mountain, volcanic springs			analyse, biome, buttress roots, canopy layer, community, data, deforestation, drought, emergent layer, enquiry, Equator, forest floor, global warming, greenhouse gas, indigenous peoples, interpret, lianas, lines of latitude, logging, method, mining, present, questionnaire, quote, risk, route, summarise, Tropic of Capricorn, Tropic of Cancer, understorey layer, vegetation, vegetation belts			air freight, carbon footprint, consume, distribution, export, fertiliser, food bank, food miles, grant, import, pesticides, produce, qualitative, quantitative, reliability, responsible trade, sample size, scale bar, seasonal food, source, sustainability, trade, trend					
ART	Drawing: growing artist (Yr3)			Craft and design : Ancient Egyptian scrolls (Yr3)			Drawing: Power prints (Yr4)		Painting and mixed media: Prehistoric painting (Lesson 1,3,4)			

	<i>Light, Dark, Shading, Tone, Grip, Smooth, , Rubbing, Surface, Texture, Pressure, Tool, Tear, Cut, Form, Scale, Composition, Abstract, Frame</i>		<i>Egyptian, Ancient, Civilisation, Papyrus, Painting, Pattern, Shape, Colour, Scroll, Audience, Imagery</i>		<i>Observational drawing, Shading, Shadow, Tone, Gradient, Hatching, Cross-hatching, , Printmaking, Monoprint, Block print</i>	<i>Charcoal, Composition, Pigment, Prehistoric, Proportion, Smudging, Scaled up, Sketch, Texture, Tone</i>
DESIGN TECHNOLOGY	Structures: Constructing a castle (Yr3)		Electrical systems: Torches (Yr4)		Cooking and nutrition: Eating Seasonally (Yr3)	
	<i>2D shapes, 3D shapes, Castle, Design criteria, Evaluate, Façade, Net, Scoring, Stable, Strong, Structure, Tab, Weak</i>		<i>Battery, Bulb, Buzzer, Cell, Component, Conductor, Copper, Design criteria, Electricity, Switch, Test, Torch, Wire</i>		<i>Climate, Export, Import, Mediterranean, Mock-up, Mountain, Peel, Polar, Seasons, Temperate, Texture, Tropical, Weather</i>	
MUSIC	Chinese New Year	The Vikings	India	Rainforests	Jazz	Romans
	accuracy, crescendo, control, composition, duration, dynamics, expression, features, fluency, folk music, glockenspiel, grid notation, harmony, layered melodies, letter notation, melody, musical terminology, notation, notes, octaves, pentatonic melody, pentatonic scale, phrases, scale, timbre, tempo, untuned percussion,	accuracy, backing track, beat, body percussion, call and response, co-ordinated, crotchet, discipline, duration, dynamics, in-time,in-tune, layer, lyrics, key change, major key, minim, minor key, notation, part, pulse, quaver, rehearse, rhythm, rhythmic notation, sound effects, stave notation, tempo, tension, tune, vocal warm-up,	Bollywood, compose, drone, dynamics, harmonium, improvise, Indian flute, lyrics, melodic line, notation, opinion, pitch, repeated rhythm, rhythm, rag, sarangi, sitar, tabla, tala, tempo,	body percussion, combine, compose, contrasting rhythms, dynamics, inspiration, layers, loop, organisation, repeated melodies, melody line, pitch, record, rhythm, sections, structure, tempo, texture, tune, tuned percussion	call and response, Dixieland, improvisation, jazz, off-beat, motif, pitch, ragtime, rhythm, scat singing, straight quaver, strung quaver, swung rhythm, swing music, syncopated rhythm, syncopation, tune	backing track, bass line, beat, call and response, compose, crotchet, dotted minim, flats, graphic notation, in-time, in-tune, key, key signature, loop, lyrics, minim, motif, notation, ostinato, pitch, quavers, repeating patterns, repetition, rhythm, rhythmic notation, riff, semibreve, sharps, tempo, transpose, tuned instrument, vocal warm-up
FRENCH	Greetings with puppets Adjectives of colour, size and shape		Playground games – numbers and age In a French classroom		Bon appetite Shopping for French food	
	Bonjour, Salut, Je m'appelle..., Comment tu t'appelles?, Au revoir, Et toi?, Comment t'appelles-tu?, Bien, Très bien, Super, Un, deux, trois, Regardez-moi, Le maître, La maîtresse, Bonsoir, Bonne nuit, mon amour, mon ange, mon bébé, mon cœur, ma puce, mon chou, Ça va?, Comment ça va ?, Ça va bien, Ça va très bien, Ça va mal, Ça va très mal, Ça va, Comme ci comme ça, C'est qui ?, C'est..., Oui, Non, Tu as?, rouge, bleu, jaune, vert, blanc, noir, orange, rose, brun, violet, et, c'est, C'est de quelle couleur?, marron, l'arc-en-ciel, les couleurs, vrai ou faux, c'est vrai, répétez, c'est faux, silence, Qu'est-ce qui manque?, un, deux, trois, quatre, cinq, six, plus, et, moins, fait, égale, combien?, à toi, à moi, J'ai gagné!, Quel âge as tu?, J'ai [X] ans, sept, huit, neuf, dix, onze, douze, L'intrus, C'est qui?, Éliminé		écoutez, regardez, parlez, écrivez, lisez, ouvrez, fermez, asseyez-vous, levez-vous, faux, vrai, répétez, silence, Jacques a dit, qu'est-ce qui manque ?, un crayon, un taille-crayon, un stylo, un cahier, un sac, une règle, une gomme, une trousse, des ciseaux, j'ai..., tu as...?, dans mon sac..., je n'ai pas, et, mais, plus haut, plus bas, un, deux, trois, quatre, cinq, six, sept, huit, neuf, dix		je vais, en, en vacances, Il y a, combien de...?, tu vas où?, je vais à..., tu vas comment?, je vais en..., puis, Comment tu vas à l'école?, Je vais à l'école, Combien de personnes vont à l'école en bus?, è, é, un autobus, un avion, un ballon, un bateau, un ferry, un hélicoptère, une moto, à pied, un scooter, un sous-marin, un taxi, un train, à trottinette, un vélo, une voiture, bleu, blanc, blanche, jaune, orange, noir, rouge, la Belgique, le Burkina Faso, le Canada, la France, le Mali, la Guadeloupe, le Sénégal, la Suisse, Berne, Bruxelles	