

Old Hutton CE School - Long Term Curriculum Plan

	Class Two		Class Three		Class Four	
Term	Year A	Year B	Year A	Year B	Year A	Year B
Autumn	Science: Humans. My Body. History: How do we know so much about what happened in the Great Fire of London? Geography: Why does it matter where my food comes from? DT: Sliders and Levers. Art: Sculpture Computing: Connect. Communicate, Code French: Je me présente	Science: Materials History: Titanic - Why did Delia buy a new hat? Geography: How does the geography of Kampong Ayer compare with my locality? Continents & Oceans, Small area of contrasting non- European country. DT: Textiles Art: Textiles. Computing: Connect. Code, Communicate French: Tout savoir sur moi	Science: Forces: magnets, mechanics (levers & pulleys). Sound History: How did the arrival of the Romans change Britain? Geography: Why are jungles so wet and deserts so dry? (North & South America, UK, latitude & longitude) DT: Textiles Art: Digital Media & Collage Computing: Connect. Code, Communicate French: Je me présente	Science: Materials. States of matter (including water cycle, changes of state in cooking) History: How did the lives of ancient Britons change during the Stone Age? Geography: How can we live more sustainably? (UK) DT: Mechanics Art: Drawing & Painting Computing: Code, Communicate French: Tout savoir sur moi	Science: Electricity. Forces (gravity, resistance) History: The story of the Trojan Horse: historical fact, legend or classical myth? Geography: Why are mountains so important? (Physical & human characteristics of Europe, North & South America, UK) DT: Electronics Textiles Art: Collage & Painting Computing: Code, Communicate, Connect French: Je me présente	Science: Materials. States of matter History: Why was winning the Battle of Britain in 1940 so important? Geography: How do volcanoes affect the people of Hiemaey? (environmental regions of Europe, key physical and human characteristics, countries and cities) DT: Textiles Art: Textiles & Painting Computing: Code, Communicate, Connect French: Tout savoir sur moi
Spring	Science: Animals. Living things & their Habitats. History: What does it take to be a great explorer? Geography: Why don't penguins need to fly? Continents & Oceans DT: Structures. Art: Drawing & Painting Computing: Code, Connect	Science: Earth & Space. History: How do our favourite toys and games compare with those of children in the 1960s? Geography: Why do people love to visit the seaside? DT: Mechanisms. Art: Printing. Digital Media. Computing: Connect French: L'école	Science: Animals & humans/All living things (teeth, digestion, health & nutrition, skeletons & muscles, food chains) History: Who were the Anglo-Saxons and how do we know what was important to them? Geography: Why do half the people in the world live in megacities? (North &	Science: Light and shadows History: What is the secret of the standing stones? Geography: Beyond the Magic Kingdom: What is the Sunshine State really like? (North America - environmental regions, key physical & human characteristics, countries & cities) DT: Food	Science: Evolution & inheritance/ Animals & Humans/All living things (growth & change, life cycles, reproduction, circulation, health & nutrition, classification) History: Why did the ancient Maya change the way they lived? Geography: How is climate change affecting the world?	Science: Earth & Space (solar system, Earth & Moon - day & night, seasons). Light (how it travels, seeing) History: Who was Catherine Parr and how strong are her links to the local area? Geography: Who are National Parks for? (key physical and human characteristics of North America; UK) DT: Mechanics



Old Hutton CE School - Long Term Curriculum Plan

	French: Le temps et la date		South America, UK, latitude & longitude) DT: Food, cooking & nutrition. Art: Drawing (oil pastels focus) Computing: Communicate, Code PE: Invasion games. Swimming French: Le temps et la date	Art: Drawing & Sculpture (clay) Computing: Connect French: L'école	(Environmental regions of Europe, North & South America, UK, latitude & longitude) DT: Food, cooking & nutrition Art: Sculpture & Collage Computing: Collect, Connect PE: Invasion games. Dance. Yoga French: Le temps et la date	Art: Print & Digital Media Computing: Connect, Code French: L'école
Summer	Science: Super Scientists History: Who is the greatest History Maker? Geography: How does the weather affect our lives? DT: Food, cooking & nutrition Art: Collage Computing: Code French: Les vacances	Science: Plants. History: Local history Investigation: The lake District: Beatrix Potter Geography: What is the geography of my locality like? DT: Food, cooking & nutrition Art: Painting & Drawing. Computing: Collect. Connect French: Les vacances	Science: Electricity (circuits) History: What did the Vikings want and how did Alfred help to stop them getting it? Geography How has the geography of my local area changed since 1900? (UK, local area, Cumbrian region) DT: Electronics. Inventions + Inventors Art: Printing Computing: Collect. Communicate French: Les vacances	Science: Rocks, soils & fossils. Plants/All living things (life cycles, classification keys, environmental change) History: How do artefacts help us understand the lives of people in Iron Age Britain? Geography: Why do some earthquakes cause more damage? (Environmental regions of Europe, North & South America, UK, New Zealand, latitude & longitude) DT: Materials Art: Textiles Computing: Code, Communicate, Collect French: Les vacances	Science: Scientists & inventors History: What happened to the boy behind the golden mask? Geography: What is a river? (Physical characteristics of Europe, North America & South America, UK) DT: Construction Art: Drawing & Sculpture Computing: Connect French: Les vacances	Science: Plants/All living things (plant life cycles, processes & classification) History: How have historic medical breakthroughs affected our lives today? Geography: Why is Fair Trade fair? (key physical and human characteristics of North America; Europe) DT: Food Art: Painting & Digital Media Computing: Communicate, Connect French: Les vacances



