

## Old Hutton CE School - Long term curriculum planning

	Milestone 1		Milestone 2		Milestone 3	
Term	Year A	Year B	Year A	Year B	Year A	Year B
Autumn	We are British	Around the World -	Romans	Around the World/	Extreme Environments	Around the World/
	Science: Materials	Transport	Science: Forces:	War & Peace	Science: Electricity.	War & Peace
	History: The lives of	Science: Materials.	magnets, mechanics	Science: Materials.	Forces (gravity,	Science: Materials.
	significant national	Forces & magnets	(levers & pulleys).	States of matter	resistance)	States of matter
	individuals (including	History: The lives of	Sound	(including water cycle,	History: Mayan	History: A theme over
	kings & queens),	significant individuals	History: Roman	changes of state in	Civilisation	time: War & Peace
	making comparisons.	(people who helped us	Empire & impact on	cooking)	Geography: North &	including WW1/2
	Key national events in	e.g. Florence	Britain	History: A theme over	South America,	Geography: World
	the past	Nightingale). Key	Geography: UK (cities,	time e.g.	including study of a	human geography (land
	Geography: The UK:	global events in the	geographical regions,	transport/WW1 &	region e.g. Mexico.	use, economic activity,
	countries, capitals,	past (including world	change over time) &	WW2	Volcanoes,	trade links &
	seas	wars)	Europe	Geography: World	earthquakes,	resources)
	DT: Materials.	Geography: The world:	DT: Mechanics.	(revision). Europe	rainforests	DT: Food, cooking,
	Mechanics. Textiles	continents & oceans	Materials	(countries & cities).	DT: Electronics.	where food comes
	Art: Textiles.	DT: Materials.	Art: Textiles.	European country	Textiles	from. Materials
	Drawing. Painting	Construction. Textiles	Drawing. Painting	study: France	Art: Textiles.	Art: Drawing. Painting.
	Computing: Connect.	Art: Textiles.	Computing: Connect.	DT: Food, cooking &	Drawing. Painting	Computing: Code,
	Communicate, Code	Drawing. Painting	Code, Communicate	nutrition. Materials	Computing: Code,	Communicate, Connect
	PE: Dance. Gymnastics.	Computing: Connect.	PE: Invasion games.	Art: Drawing. Painting.	Communicate, Connect	PE: Invasion games.
	Games. Yoga	Code, Communicate	Gymnastics. Yoga	Computing: Code,	PE: Invasion games.	Gymnastics/ Outdoor
		PE: Dance. Gymnastics.		Communicate	Gymnastics/ Outdoor	adventure. Yoga
		Games. Yoga		PE: Invasion games.	adventure. Yoga	
				Gymnastics. Yoga		
Spring	Animals	Space	Animals including	Space	Animals including	Space
	Science: Animals &	Science: Earth &	Humans	Science: Light. Earth	Humans	Science: Earth &
	humans. All living	Space. Seasonal	Science: Animals &	& Space - sun &	Science: Evolution &	Space (solar system,
	things. Habitats	changes	humans/All living	shadows	inheritance/ Animals &	Earth & Moon - day &
	History: The lives of	History: The lives of	things (teeth,	History: Ancient	Humans/All living	night, seasons). Light
	significant individuals	significant individuals,	digestion, health &	Egypt	things (growth &	(how it travels, seeing)
	(e.g. Beatrix Potter).	making comparisons.	nutrition, skeletons &	Geography: World	change, life cycles,	History: A theme in
	Key events in the past	Key events in the past	muscles, food chains)	contrasting country	reproduction,	British History:
	Geography: The world:	Geography:	History: Chronology	study: Africa/Senegal	circulation, health &	journey to democracy
	7 continents & 5	Weather/seasons/	unit	DT: Materials.	nutrition,	Geography: UK:
	oceans	climate in the UK &	Geography: World	Mechanics (shadow	classification)	London, our capital
	DT: Materials.	the world.	(revise continents &	puppets with levers)	History: Ancient	city. Fieldwork
	Electrical and	Africa/Senegal as	oceans; countries,	Art: Collage.	Greece	DT: Materials



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	electronics Art: Collage. Print Computing: Code, Connect PE: Dance. Gymnastics. Games. Yoga	contrasting area to UK DT: Materials. Art: Collage. Print Computing: Connect PE: Dance. Gymnastics. Games. Yoga	equator, hemispheres, tropics, circles) DT: Food, cooking & nutrition. Textiles Art: Textiles Computing: Communicate, Code PE: Invasion games. Swimming	Sculpture Computing: Connect PE: Invasion games. Swimming	Geography: World Geographic zones, climate, biomes. European region study of Greece DT: Food, cooking & nutrition Art: Digital media. Sculpture. Computing: Collect, Connect PE: Invasion games. Dance. Yoga	Art: Collage. Sculpture Computing: Connect, Code PE: Invasion games. Dance. Yoga
Summer	The Building/s of Britain -	The Lakes & the Dales -	The Building of Britain	The Lakes & the Dales	The Building of Britain	The Lakes & the Dales
	our local area	farming & growing	Science: Electricity	Science: Rocks, soils	Science: Scientists &	Science: Plants/All
	Science: Plants.	Science: Plants, All	(circuits)	& fossils. Plants/All	inventors	living things (plant life
	Humans: food &	living things	History: Scots, Anglo-	living things (life	History: Local History	cycles, processes &
	hygiene	History: Significant	Saxons & Vikings -	cycles, classification	study: Kendal Castle/	classification)
	History: Significant	local historical events,	invasion, settlement &	keys, environmental	Edinburgh/The Tudors	History: Local History
	local historical events,	people, places &	kingdoms	change)	Geography: UK	study inspired by the
	people, places &	changes	Geography: ∪K	History: Stone age to	(countries/regions/	Lakes or Dales/
	changes	Geography: The UK.	(counties, contrasting	Iron age - changes in	counties revision;	Victorians
	Geography: The UK.	Our local area.	areas to our locality -	Britain	region study of	Geography: Mountains
	Our local area.	Fieldwork	York/Blackburn).	Geography: UK (our	Scotland/Edinburgh).	& rivers. Water cycle
	Fieldwork	DT: Food, cooking &	Fieldwork	local regions - Lakes &	Fieldwork	(revision). Fieldwork
	DT: Food, cooking &	nutrition	DT: Electronics.	Dales). Fieldwork	DT: Design. Taking	DT: Construction.
	nutrition	Art: Sculpture	Inventions + Inventors	DT: Construction.	inspiration from	Mechanics. Computing
	Art: Sculpture	Computing: Collect.	Art: Sculpture.	Computing	designers	Art: Paint. Famous
	Computing: Code	Connect	Collage.	Art: Paint. Famous	Art: Drawing. Collage.	artists
	PE: Dance. Athletics.	PE: Dance. Athletics.	Computing: Collect.	artist study	Computing: Connect	Computing:
	Outdoor adventure.	Outdoor adventure.	Communicate	Computing: Code,	PE: Competitive	Communicate, Connect
	Yoga	Yoga	PE: Competitive	Communicate, Collect	games. Athletics. Yoga	PE: Competitive games. Athletics/
			games. Athletics. Outdoor adventure	PE: Competitive		Outdoor Adventure.
			Outdoor adventure	games. Athletics. Outdoor adventure		Yoga
\\/	l ithin/alongside each topic	- English Maths DF Fr	anch Music DSF PSH/		Riccen Picture' (chronolog	

Within/alongside each topic - English, Maths, RE, French, Music, RSE, PSHCE, Forest School, 'The Bigger Picture' (chronology/timelines in History/Art/Music/Design, UK & World maps, France, 6 world religions, The Bible 'Big Frieze' as timeline of Christianity)