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|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| English | Explanations  Stories with fantasy settings  Film and Playscripts | Fairy tales  Classic Poetry  Recount Newspapers | Stories with issues and dilemmas  Persuasion | Novel as a theme  Non- chronological reports- information booklets. | Stories with a theme  Poems with a structure  Information booklets- non-chronological reports. | Folk tales  Debate  Poems on a theme. |
| Maths | Number and place value.  Calculations:  Addition and subtraction. | Calculations:  Multiplication and division.  Calculations:  Further multiplication and division. | Statistics: Graphs.  Fractions, decimals and Percentages: Fractions. | Measurement: Time  Fractions, decimals and Percentages: Decimals. | Measurement: Money  Measurement: Mass, Volume and Length  Measurement: Area of figures. | Geometry- Properties of shapes: Geometry  Geometry: Position, direction and movement.  Roman numerals. |
| Science  Animal habitats  On-going | Electricity  Series, circuits, switches, conductors and insulators. | Electricity  Series, circuits, switches, conductors and insulators.  ICT and electrical systems. | Teeth  Dental hygiene and the digestive system. | Sound  Vibrations and sound waves. | States of matter  Solids, liquids and gases.  Evaporation. | Animal habitats  Classification  Habitats  Grouping and classifying plants and animals. |
| Geography /History | History  Iron Age | Geography  Beyond the magic Kingdom | History  Vikings | Geography  Why do so many people live in megacities? | History  Anglo Saxons | Geography  Why are jungles so wet and deserts so dry? |
| Art /DT | Lines, marks and shading.  Drawing developed into printmaking, rotating and translating images. | Night lights  Structures-shell/frame. Structures and strengthening. | Food- Eat well plate.  Simple savoury food and cooking techniques.  Pizzas. | Abstract painting, relief paintings, large and small scale with texture.  European artists | Textiles- seams, stiffening and strengthening materials including fastenings. | Drawing and painting of still life, developed into 3D sculpture. |
| R.E. | Unit 4:1  God, David and The Psalms. | Unit 4:2  Christmas- light.  Judaism- Hannukah | Unit 4:3  Jesus- Authority | Unit 4:4  Easter- Betrayal & Trust. | Unit 4:5  Are all churches the same? | Unit 4:6  What is prayer?  People of faith.  Other faiths  Additional units.  The Lord’s Prayer |
| French | My school,  your school.  Introducing teacher and friends  Classroom objects.  European day | My local area/ your local area  Shops  Christmas. | Epiphany  A family tree  Assembly/  French day | Celebrating carnival  Parts of the body  Aliens  Easter | Feeling well/unwell  Jungle animals | Summertime  Weather  Seasons  Ice creams  Bastille day celebrations |
| Music | Bringing us together.  Recorders.  Percussion instruments  Rhythm | Stop.  Glockenspiel stage 2  Harmony.  Christmas performance. | Blackbird.  Harmony- pitch and timbre.  Recorders and glockenspiels. | Living on a prayer.  Improvisations using tuned and un-tuned percussion. | Make you feel my love  Musicology  Performing | Dancing in the street.  Recorders.  Glockenspiels.  Keyboards.  Drums.  Performing. |
| P.E. | Games  Dance | Games  Gymnastics | Games  Outdoor/ adventurous games. | Games  Dance | Games  Gymnastics | Games  Athletics |
| P.S.H.E. | Keeping/staying safe  Baseline Assessment  Cycle safety | Feelings and emotions  Baseline Assessment  Jealousy | Keeping/staying healthy  Baseline Assessment  Healthy living | Online Safety  Baseline Assessment  Online bullying | Growing and changing  Baseline Assessment  Inappropriate touch  The working world  Chores at home | Being responsible  Baseline Assessment  Being home on time  A world without judgement  Breaking down barriers |
| Computing | Networks and the internet.  <https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet> | Creating media audio and editing  <https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing> | Creating media photos  <https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing> | Data logging  <https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging> | Repetition in shapes  <https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes> | Repetition in games  <https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games> |