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|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| English | ExplanationsStories with fantasy settingsFilm and Playscripts | Fairy talesClassic PoetryRecount Newspapers | Stories with issues and dilemmasPersuasion | Novel as a themeNon- chronological reports- information booklets. | Stories with a themePoems with a structureInformation booklets- non-chronological reports. | Folk talesDebatePoems 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: TimeFractions, decimals and Percentages: Decimals. | Measurement: MoneyMeasurement: Mass, Volume and LengthMeasurement: Area of figures. | Geometry- Properties of shapes: GeometryGeometry: Position, direction and movement.Roman numerals. |
| ScienceAnimal habitatsOn-going | ElectricitySeries, circuits, switches, conductors and insulators. | ElectricitySeries, circuits, switches, conductors and insulators.ICT and electrical systems. |  TeethDental hygiene and the digestive system. | SoundVibrations and sound waves. | States of matterSolids, liquids and gases.Evaporation. | Animal habitatsClassificationHabitatsGrouping and classifying plants and animals. |
| Geography /History | History Iron Age | GeographyBeyond the magic Kingdom | HistoryVikings | GeographyWhy do so many people live in megacities? | HistoryAnglo Saxons | GeographyWhy are jungles so wet and deserts so dry? |
| Art /DT | Lines, marks and shading.Drawing developed into printmaking, rotating and translating images. | Night lightsStructures-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 4:1God, David and The Psalms. | Unit 4:2Christmas- light.Judaism- Hannukah | Unit 4:3Jesus- Authority | Unit 4:4Easter- Betrayal & Trust. | Unit 4:5Are all churches the same? | Unit 4:6What is prayer?People of faith.Other faithsAdditional units.The Lord’s Prayer |
| French | My school, your school.Introducing teacher and friendsClassroom objects.European day | My local area/ your local areaShopsChristmas. | EpiphanyA family treeAssembly/French day | Celebrating carnivalParts of the bodyAliensEaster | Feeling well/unwellJungle animals | SummertimeWeatherSeasonsIce creamsBastille day celebrations |
| Music | Bringing us together.Recorders.Percussion instruments Rhythm | Stop.Glockenspiel stage 2Harmony.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 loveMusicologyPerforming | Dancing in the street.Recorders.Glockenspiels.Keyboards.Drums.Performing. |
| P.E. | GamesDance | GamesGymnastics | GamesOutdoor/ adventurous games.  | GamesDance | GamesGymnastics | GamesAthletics |
| P.S.H.E. | Keeping/staying safeBaseline AssessmentCycle safety | Feelings and emotionsBaseline AssessmentJealousy | Keeping/staying healthyBaseline AssessmentHealthy living | Online SafetyBaseline AssessmentOnline bullying | Growing and changingBaseline AssessmentInappropriate touchThe working worldChores at home | Being responsibleBaseline AssessmentBeing home on timeA world without judgementBreaking 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> |