

Autumn 1: Australia. Texts may include - Walkabout by J Marshal, The Rainbow Serpent by Marshal & Firebrace & How the Birds got their Colours by Chapman & Rigg

Computing	Science	History/ Geography	RE	Art/ DT	P.E / Music.	Suggested curriculum enhancement
Microsoft TEAMS & O365 Access Office365 using email address and password. Investigate personal OneDrive & Teams. Explore TEAMS. Access Class Notebook shared and personal pages. Add Topic related work to personal page of class notebook. Complete, submit and review an Assignment in TEAMS as set by teacher (Access from location away from school) Revise and discuss device safety & incident reporting procedures in school.	Living things and their habitats Group living things in different ways. Use classification keys to group, identify and name living things (create keys for others to use). Describe how changes to an environment could endanger living things.	Australia Geography Locate the world's countries using maps to concentrate on their environmental regions, key physical and human characteristics, countries and major cities. identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night). Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.	Hindu worship Religion family and community: worship, celebration and way of living. How do Hindu families practise their faith? What are the deeper meanings of some Hindu festivals?	Art/DT Cooking – baking Anzac biscuits Design, Make & Evaluate a coral fish. Include increased detail within work. Explore complementary and opposing colours in creating patterns. Develop their own ideas through research and prototypes. Select from a wide range of tools, equipment and materials. Evaluate their own and others work against a criteria. Using a range of materials (pastel and paint) to create Aboriginal artwork (didgeridoo, boomerangs and animals)	P.E Games Catch with one hand. Throw and catch accurately. Hit a ball accurately with control. Keep possession of the ball. Vary tactics and adapt skills depending on what is happening in a game. Music Unit: Mama Mia Style: 1970s Pop music	

Autumn 2: The Romans.

Texts may include - Avoid Being a Roman Soldier by Stewart & Antram

Computing	Science	History/ Geography	RE	Art/ DT	P.E / Music	Suggested curriculum enhancement
Data Retrieving & Organising - Topic Book Creator Project / Showbie Open and Use App, Create Standard books & Title, Create Comic Strips & Title, Edit layout and content for clarity, Edit layout and content for audience, Insert text to pages, Insert images to pages, Insert audio to pages, Insert working hyperlinks, Insert Video/video links, Edit Project remotely, Present to class using Airdrop	Animals, including humans Identify and name the parts of the human digestive system. Describe the functions of the organs in the human digestive system. Identify and describe the different types of teeth in humans. Describe the functions of different human teeth. Use food chains to identify producers, predators and prey. Construct food chains to identify producers, predators and prey.	Geography Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time. Human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water. History The Roman Empire and its impact on Britain	Christianity: Christmas in other countries How do people in Britain celebrate Christmas? How is Christmas celebrated in South America and Europe? What is a Christingle? How is it made?	Art Collaging a mosaic. Draw themselves as Roman soldiers and design their outfit DT Paint Roman shield. Mix and match colours. Study renaissance architecture Design, Make & Evaluate a shield. Develop their own ideas through research and annotated sketches. Select from a wide range of tools, equipment and materials. Evaluate their own and others work against a criteria. Cooking – Christmas cakes. Understand seasonality and that certain products are used, grown and reared at certain times of the year.	PE Dance Take the lead when working with a partner or group. Use dance to communicate an idea. Music Unit: Glockenspiel 1 Style: Learning basic instrumental skills by playing tunes in varying styles Topic and cross curricular links: Introduction to the language of music, theory and composition	Artefacts?

Spring 1: Toy Story.

Texts may include - Toy Story by the Disney Group

Computing	Science	History/ Geography	RE	Art/ DT	P.E / Music	Suggested curriculum enhancement
Networks & The Web Visit parts of the school network and carry out survey/audit, Understand the Parts and Structure of the School, Network, Explore Bluetooth as a way of data transfer (Lego), Understand the basics of Cloud Computing, Timeline the development of the Internet, Explain how the internet developed and works in simple terms, Understand Web Browsers and Search Engines, Practice Safe-Searching – Discuss Reporting & Blocking, Describe key features of Data Centres and their purpose, Understand digital information transfer around the world	Sound Describe how sound is made. Explain how sound travels from a source to our ears. Explain the place of vibration in hearing. Explore the correlation between pitch and the object producing a sound. Explore the correlation between the volume of a sound and the strength of the vibrations that produced it. Describe what happens to a sound as it travels away from its source.	N/A	Jesus' parables Why did Jesus tell stories? What do the parables of Jesus teach us in today's world?	Art Study of Pixar designers DT Design, Make & Evaluate moving circuits. Technical Knowledge – circuits, mechanical systems. Understand and use electrical systems. Knowing what elements to use and where they go.	PE Gymnastics Work in a controlled way. Include change of speed and direction. Include a range of shapes. Work with a partner to create, repeat and improve a sequence with at least three phases.	In-house cinema experience

Spring 2: Artists & Playwrights.

texts may include – The Day the Crayons Quit & The Day they went on Holiday, Daywalk, Romeo and Juliet by Mathews

Computing	Science	History/ Geography	RE	Art/ DT	P.E / Music	Suggested curriculum enhancement
Scratch3 Follow links to open online editor, Upload and download using a 'local drive', Navigate successfully around Scratch3 Software, Create a suitable background, Code a control Sprite to move in four directions, Use 'Forever' command and understand function, Use 'If' / 'Then' command and understand function, Create functioning 'Variables', Debug scripts and algorithms independently, Create and duplicate Sprites and Algorithms, Consider game play and level of difficulty, Create variations from original game	States of matter Group materials based on their state of matter (solid, liquid, gas). Describe how some materials can change state. Explore how materials change state. Measure the temperature at which materials change state. Describe the water cycle. Explain the part played by evaporation and condensation in the water cycle.	Artists and their artwork	Easter The journey of life and death: Why do some people think life is like a journey? Where do we go? What do different people think about life after death? Christianity, Hinduism, Islam.	Art Show perspective by creating Picasso style cubism portraits Understand primary, secondary and tertiary colours & mix these independently. Explore complementary and opposing colours. Lighten and darken tones using black and white. Begin to experiment with colour to create more abstract colour palettes. Learn about Seurat and create pointillism style work Recognise Lowry art and recreate using drawings and paint	P.E Games Catch with one hand. Throw and catch accurately. Hit a ball accurately with control. Keep possession of the ball. Vary tactics and adapt skills depending on what is happening in a game. Music Unit: Lean On Me Style: Gospel Topic and cross curricular links: Gospel in its historical context ie from Beethoven to slavery, Elvis to the Urban Gospel of Beyoncé and different choirs like the London Community Gospel Choir. Analysing performance	

Summer 1: Robin Hood. texts may include – Outlaw tales of Robin Hood by M Morpurgo, Robin Hood and the Golden Arrow by T Allan

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Scratch3 Follow links to open online editor, Upload and download using a 'local drive', Navigate successfully around Scratch3 Software, Create a suitable background, Code a control Sprite to move in four directions, Use 'Forever' command and understand function, Use 'If' / 'Then' command and understand function, Create functioning 'Variables', Debug scripts and algorithms independently, Create and duplicate Sprites and Algorithms, Consider game play and level of difficulty, Create variations from original game	Skills based work Ask relevant scientific questions. Use observations and knowledge to answer scientific questions. Set up a simple enquiry to explore a scientific question. Set up a test to compare two things. Set up a fair test and explain why it is fair. Make careful and accurate observations, including the use of standard units. Use equipment, including thermometers and data loggers to make measurements. Gather, record, classify and present data in different ways to answer scientific questions. Use diagrams, keys, bar charts and tables; using scientific language. Use findings to report in different ways, including oral and written explanations, presentation. Draw conclusions and suggest improvements. Make a prediction with a reason. Identify differences, similarities and changes related to an enquiry.	Robin Hood History A local history study of Robin Hood. Geography Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world. Linking to school residential. Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies. Linking to science learning.	Inspirational people from the past: What can we learn from inspiring people in sacred texts and in the history of religions? Judaism, Christianity and Islam. Religious leaders: Moses, Jesus and Muhammad.	Art Study of Andy Goldsworthy. Use the environment to create art and sculptures DT Design and build Dens in Sherwood Forest. Generate, develop and communicate our ideas as a group through modelling and prototypes. Select from a wide range of materials and ensure the Den is durable in weather changes and fit for purpose. Evaluate their Dens and compare them to other's.	P.E Outdoor and adventurous Follow a map in a (more demanding) familiar context. Follow a route within a time limit. Music Unit: Mamma Mia Style: ABBA Topic and cross curricular links: Structure of songs linked to literacy. Music and styles of the 70s and 80s, analysing performance, Sweden as a country.	Sherwood Forest Residential

Summer 2: Thrills and Spills.

texts may include – The Sand Collector by R McGough; Non-fiction; The Ridge by MacAskill

Computing	Science	History/ Geography	RE	Art/ DT	P.E / Music.	Suggested curriculum enhancement
Stop frame Animation Explore and discuss existing examples, Plan a short narrative, Prepare setting, Prepare objects to film, Keep camera/iPad position fixed, Use small movements between frames, Capture between 50 & 200 frames, Edit slides to remove inaccuracies, Use iMovie to add sound, Use iMovie to edit and add features, Share animation via airdrop or Showbie	Electricity Identify and name appliances that require electricity to function. Construct a series circuit. Identify and name the components in a series circuit (including cells, wires, bulbs, switches and buzzers.) Draw a circuit diagram. Predict and test whether a lamp will light within a circuit. Describe the function of a switch in a circuit. Describe the difference between a conductor and insulators; giving examples of each.	Thrills and Spills Geography To use map work to locate the UK's main theme parks. History To understand how rides have changed through time.	Religion, family and community: Prayer How do religious families and communities practice their faith? Islam and Christianity	Art To study a famous architect in history – Christopher Wren DT Design, Make & Evaluate a theme park. Design a theme park through research and develop a criteria. Generate and develop our ideas through cross-sectional and computer aided designs. Understand how to strengthen, stiffen and reinforce more complex structures. Understand how to use mechanical and electrical system within their products. Use a wide range of tools, materials and components. Evaluate their and other's work against the success criteria.	P.E Athletics Run over a long distance. Sprint over a short distance. Throw in different ways. Hit a target. Jump in different ways. Music Unit: Reflect, Rewind and Replay Style: Western Classical Music and your choice from Year 4 Topic and cross curricular links: Option to look at all the extension activities documents. Think about the history of music in context, listen to some Western Classical music and place the music from the units you have worked through, in their correct time and space. Consolidate the foundations of the language of music	Creating a theme park