

Cycle A		British History, Science, Geography, Computing, DT, Music, Art, PSHE, French, PE				
2020-2021	1 st Half Term	2 nd Half Term	3 rd Half Term	4 th Half Term	5 th Half Term	6 th Half Term
2022-2023	Evolution		Invaders and settlers		British discoveries and inventions	
	Relevance to 'Real World' situations Creationism v Darwinism, outdoor areas		Relevance to 'Real World' situations Number systems and clocks, roads		Relevance to 'Real World' situations Where we live, technology we rely upon	
	Text Links Stone Age Boy, Stig of the dump, Harry and his Bucketful of Dinosaurs, T-Rex (Julia Donaldson), The Dinosaur who..., What Mr Darwin Saw, Pharaoh's fate: Solve the ancient Egyptian mystery.		Text Links The Lighthouse Keeper..., Escape from Pompeii, Romans on the Rampage, Viking Boy (Tony Bradman), Riddle of the Runes		Text Links The Boy who Harnessed the Wind, Oscar and the Bird, Seal Island, Street Child, The Adventures of the New Cut Gang	
	Vocabulary		Vocabulary		Vocabulary	
Key Stage 1 Make links to themes studied in Key Stage 2	Hi1/1.3 the lives of significant individuals in the past who have contributed to national and international achievements. Charles Darwin Animals, including humans (dinosaurs) SC1 Year 1 Seasonal changes Key Stage 1 Working Scientifically Ge1/1.1a, b Location knowledge Year 1 -Co2/1.2 – create simple programs Year 2 -Co2/1,2 – create and debug simple programs Year 1/ Year 2 - Co2/1.1 – algorithms – use Scratch Jr to create a Darwin character Year 1/ Year 2 - Co2/1.6 – e-safety How to protect yourself from a dinosaur Using boxes, plastic, junk materials etc create a shelter to hide in – shoe box DT1/1.1b – Design (talking/drawing) DT1/1.2b – Make (construction materials) DT1/1.3b – Evaluate Mu1/1.2 play tuned and un-tuned instruments musically Djembe lessons 5-8 (new patterns, Conga, Jongo, changing leader, pupil led call and response) Compose and perform a performance piece on djembe as a class, making reference to different dinosaurs and how they might sound e.g. walking, running, fighting, flying, dying. Pieces can be played as a call and response performance piece. Ar1/1.4 about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. AR1/1.3-to develop technique (about differences and similarities between my art work and that of Charles Darwin) Learn basic words: Numbers and key vocabulary PE1/1.1b Sports & Games (Aut 1 Y1 Ball skills Y2 Dance, Aut 2 PE1/1.1c Y1: Dance Y2: Ball skills (Linking to the different seasons) PSHE Objective 1 – 7 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues. For Maths, RE and PSHE objectives, see bottom of this document.		Hi1/1.1 changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life Sea-side through the ages Hi1/1.3 significant historical events, people and places in their own locality. Holy Island Year 1 Seasonal changes Key Stage 1 Working Scientifically Ge1/1.2 Place knowledge Ge1/1.4 a,b,c & d Geographical skills and fieldwork Year 1 - Co2/1.4 – create and store digital content – make a poster about Holy Island Year 2 – Co2/1.4 – organise and manipulate digital content – research and create a video about Holy Island Year 1/ Year 2 - Co2/1.6 – e-safety How to stay safe/warm/dry when hiding from invaders/settling Link to science – make a den/tent to hide in using materials – test for warmth/soft DT1/1.1b – Design (Mock-ups) DT1/1.2b – Make (textiles) DT1/1.3b – Evaluate Mu1/1.1 use their voices expressively and creatively by singing songs and speaking chants and rhymes Learn and perform a traditional Viking chant Ar1/1.4 about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. AR1/1.3-to develop technique (Julia Donaldson 'sharing a shell' book- textured pictures/ collage using sand, ect. Rainbow fish paintings.) Learn basic words: Numbers and key vocabulary PE1/1.1a Sports & Games (Spr 1 Gymnastics, Spr 2 Throwing & Catching skills – games that they might play on the beach PE1/1.1a) Invasion game in simple form – cone turn over game. PSHE Objective 8 - 15 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues. For Maths, RE and PSHE objectives, see bottom of this document.		Hi1/1.3 significant historical events, people and places in their own locality. George Stephenson (Stockton to Darlington Railway), John Walker, Captain Cook Year 1 Everyday materials / Year 2 Uses of everyday materials Year 1 Seasonal changes Key Stage 1 Working Scientifically Ge1/1.3 a&b Human and physical geography Year 1 –Co2/1.4 – create, store and retrieve digital content – use the internet to research and create a piece of media about a local historical figure Year 1 - Co2/1.2 – create simple programs – use Scratch Jr to create a moving train e.g. Stephenson's Rocket Year 2 - Co2/1.3 – use logical reasoning to predict behaviour of programs – use Scratch Jr to create a moving train e.g. Stephenson's Rocket Year 2 -Co2/1.4 – organise and manipulate digital content – research a local historical figure and create a video Year 1/ Year 2- Co2/1.5 – e-safety Inventors/Dragons Den Design and make a vehicle. DT1/1.1 a, b – Design (ICT) DT1/1.2a – Make DT1/1.3a – Evaluate Mu1/1.4 experiment with, create, select and combine sounds using the interrelated dimensions of music Using available percussion instruments create pieces of music based on both Locomotion No.1 and Rocket – 2 different tempos with increasing and decreasing speed. Ar1/1.4 about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. AR1/1.3- -to develop technique (about differences and similarities between my art work and that of L.S Lowry) Learn basic words: Numbers and key vocabulary PE1/1.1a Sports & Games (Co-ordination, athletics – Look at British athletes) Look at a local football team – Stockton Town. One lesson based on football skills. (HJ to try organise someone to come in from the club) PSHE Objective 15 - 21 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues. For Maths, RE and PSHE objectives, see bottom of this document.	
Lower Key Stage 2 3300 BCE – 410 AD	Hi2/1.1 Pre-Roman Britain Sc3/3.1a,b,c Rocks Sc3/2.2a,b Animals including humans Sc4/3.1a,b,c States of Matter Sc4/2.2a,b,c Animals including humans		Hi2/1.2 Roman Britain 43 – 410 AD Sc3/2.1a,b,c,d Plants Ge2/1.3b Human and Physical Geography		Hi2/1.3 Anglo-Saxons & Scots 410 AD – Lower Key Stage 2 Working Scientifically Ge2/1.3b Human and Physical Geography Ge2/1.4a,b,c Geographical Skills and Fieldwork	
	Sc4/4.2a,b,c,d,e Electricity Sc4/4.1a,b,c,d,e Sound Lower Key Stage 2 Working Scientifically Hi2/2.1 Local History Ge2/1.1b Locational Knowledge					

	<p>Lower Key Stage 2 Working Scientifically Ge2/1.3a Human and Physical Geography Ge2/1.4a,b Geographical Skills and Fieldwork Co2/1.2 -use sequence, selection, and repetition in programs – use Scratch Jr to create two characters in conversation Co2/1.5 – use search technologies – research pre-Roman Britain Co2/1.7 – e-safety How to protect yourself from an invador Create an iron age shield – possible wood work? Junk modelling. DT2/1.1b – Design (discussion, sketches, diagrams) DT2/1.2b – Make (construction materials) DT2/1.3b – Evaluate Mu2/1.4 use and understand staff and other musical notations Learn how staff/stave is used to represent different musical notes, including the different note lengths (crotchet, minim, semibreve) and compose simple tune e.g. nursery rhyme. Learn Celtic alphabet A-G and recreate tune using symbols. Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (cave paintings) Skills to be developed throughout rolling programme focussing on key vocabulary: ‘all about me’ and my history. FL2/1.1a, FL2/1.1b, FL2/1.1, FL2/1.2a, FL2/1.2b, FL2/1.2c, FL2/1.3a,, FL2/1.3b, FL2/1.4a, FL2/1.4b PE2/1.1a, PE2/1.1b Sports & Games (Aut 1 NJ/GS Football TA/MW Athletics, Aut 2 NJ/GS Athletics TA/MW Football) If weather is bad – gymnastics/dance/yoga or do what you can for the skills inside Ongoing: Y3 PE2/1.2 Swimming Warm up idea Evolution game - http://www.pegames.org/classroom/rps-evolution PSHE Objective 1 – 7 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>Ge2/1.4a,b,c Geographical Skills and Fieldwork Ar1/1.2 to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination- (Mosaic art, shields)</p> <p>Co2/1.1 – design, write and debug programs Use Scratch to create a battle Co2/1.4 – understand computer networks use the internet for various related searches Co2/1.7 – e-safety How to stay safe/warm/dry when hiding from invaders/settling Link to working scientifically - design a coat to be waterproof – test materials and evaluate DT2/1.1b – Design (prototypes) DT2/1.2b – Make (textiles) DT2/1.3c - Evaluate DT2/1.4a – Technical Knowledge Mu2/1.2 improvise and compose music for a range of purposes using the interrelated dimensions of music Glockenspiel stage 2 (learning about pulse and rhythm and pitch on glockenspiel, more complex rhythm patterns, composition and performance) Class to perform ensemble piece relating to topic that are covered e.g. celtic, Viking, roman etc. Skills to be developed throughout rolling programme focussing on key vocabulary: plants and colours. FL2/1.1a, FL2/1.1b, FL2/1.1, FL2/1.2a, FL2/1.2b, FL2/1.2c, FL2/1.3a, FL2/1.3b, FL2/1.4a, FL2/1.4b PE2/1.1c, PE2/1.1d Sports & Games (Spr 1 Gymnastics/Dance and PE2/1.1b Spr 2 Hockey) Dance to Roman style music. Climbing/Endurance linked to Anglo Saxons – Climbing frame One lesson on the climbing frame – HJ to organise staffing. Ongoing: Y3 PE2/1.2 Swimming PSHE Objective 8 - 15 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials - (Jewellery/broaches, illuminated letters from monks writing)</p>	<p>Ge2/1.3b Human and physical geography Ge2/1.4 b,c Geographical Skills and Fieldwork Co2/1.3 – use logical reasoning use Scratch to program a local history event Co2/1.6 – use a variety of software- create a poster, powerpoint, video about a local history event Co2/1.7 – e-safety Inventors/Dragons Den Invention which produces light DT2/1.1 a, b – Design (computer aided design) DT2/1.2a – Make DT2/1.3a - Evaluate DT2/1.4c, d – Technical Knowledge (electrical systems) (computer programming) Mu2/1.5 appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians Research famous British composers and performers, listening to examples of their work and appraising and comparing select pieces Ar2/1.3 about great artists, architects and designers in history. mastery of techniques (painting)- Mackenzie Thorpe Skills to be developed throughout rolling programme focussing on key vocabulary: celebrations. FL2/1.1a, FL2/1.1b, FL2/1.1, FL2/1.2a, FL2/1.2b, FL2/1.2c, FL2/1.3a, FL2/1.3b, FL2/1.4a, FL2/1.4b PE2/1.1e Sports & Games Sum 1 Kwik Cricket – Talk about how Cricket was invented in Britain. Look at another sport invented in Britain (Recap on Netball or Rugby) (HJ to try organise someone to come in from the a local sports club) Sum 2 Athletics (Look at famous British athletes) Ongoing: Y3 PE2/1.2 Swimming PSHE Objective 15 - 21 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>
<p>Upper Key Stage 2 410 AD - Present</p>	<p>Sc6/2.3 Evolution Sc5/2.2a Animals including Humans (RSE) Upper Key Stage 2 Working Scientifically Ge2/1.1b Locational Knowledge Ge2/1.4a,b Geographical Skills and Fieldwork Hi2/2.2 Extended chronological study Charles Darwin Co2/1.2 -use sequence, selection, and repetition in programs - Create a program using Scratch – Darwin discovering species Co2/1.5 – use search technologies – research Darwin using ranked searches Co2/1.7 – e-safety How to protect yourself from a woolly mammoth Using boxes, plastic, junk materials etc create a shelter to hide in – look at reinforcing the structure and stability DT2/1.1b – Design (discussion, sketches, diagrams) DT2/1.2b – Make (construction materials) DT2/1.3b – Evaluate Mu2/1.5 appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians Listen to (where available) and appraise different musical pieces from the major steps in musical evolution; medieval, renaissance, baroque, classical romantic and 20th century</p>	<p>Hi2/1.4 Anglo-Saxons & Vikings Sc5/3.1 Properties and changes of Materials Sc5/2.2a Animals including Humans (RSE) Upper Key Stage 2 Working Scientifically Ge2/1.1b Locational Knowledge Ge2/1.2a Place Knowledge Ge2/1.4a,b,c Geographical Skills and Fieldwork Hi2/2.1 Local History Co2/1.1 – design, write and debug programs – Use Scratch to create a Viking invasion Co2/1.4 – understand computer networks – use the internet for various related searches Co2/1.7 – e-safety How to stay safe/warm/dry when hiding from invaders/settling Link to working scientifically and materials – old socks have a hole in, fix socks by sowing and adding to them to make them better/warmer/waterproof – test materials DT2/1.1b – Design (prototypes) DT2/1.2b – Make (textiles) DT2/1.3c - Evaluate DT2/1.4a – Technical Knowledge Mu2/1.6 develop an understanding of the history of music. Research types of instruments used by the Vikings and compose and perform a piece of music that could represent an aspect of Viking life, e.g. invasion, funeral, celebration.</p>	<p>Hi2/2.2 Extended chronological study Sc6/2.2 Animals including humans Sc6/4.2 Electricity SC5/4.2c Forces (levers, pulleys, gears) Sc5/2.2a Animals including Humans (RSE) Upper Key Stage 2 Working Scientifically Ge2/1.1b Locational Knowledge Ge2/1.3b Human and Physical Geography Ge2/1.4a,b,c Geographical Skills and Fieldwork Co2/1.3 – use logical reasoning use Scratch to program a historic event Co2/1.6 – use a variety of software create a poster, powerpoint, video about a historical event Co2/1.7 – e-safety Inventors/Dragons Den Inventions powered by electricity DT2/1.1 a, b – Design (computer aided design) DT2/1.2a – Make DT2/1.3a - Evaluate DT2/1.4c, d – Technical Knowledge (electrical systems)(computer programming) Mu2/1.1 play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p>	

<p>Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas</p> <p>Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <p>Ar2/1.3 about great artists, architects and designers in history. (Charles Darwin sketches)</p> <p>Skills to be developed throughout year programme using key vocabulary: plants, environments and colours.</p> <p>FL2/1.4c , FL2/1.3c, FL2/1.2d</p> <p>PE2/1.1a, PE2/1.1b Sports & Games (Aut 1 Y5 Football Y6 Athletics Aut 2 Y5 Athletics Y6 Football) If weather is bad – gymnastics/dance/yoga or do what you can inside</p> <p>Warm up idea Evolution game - http://www.pegames.org/classroom/rps-evolution</p> <p>PSHE Objective 1 – 7 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas</p> <p>Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <p>Ar2/1.3 about great artists, architects and designers in history (look at Van Gogh self-portrait and create a Viking portrait)</p> <p>Skills to be developed throughout year programme using key vocabulary: ‘all about me’ and our history.</p> <p>FL2/1.4c , FL2/1.3c, FL2/1.2d</p> <p>PE2/1.1c, PE2/1.1d Sports & Games (Spr 1 Gymnastics/Dance to look at Anglo –Saxon style music and interpret dance to this and PE2/1.1b</p> <p>Spr 2 Hockey – talk about how this is an ‘invasion’ game have team names linked to who invaded the Anglo Saxons e.g. Vikings vs Anglo Saxons) Leadership</p> <p>PSHE Objective 8 - 15 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>Ukulele lessons 5-8 (more complex chords, new songs, ensemble pieces)</p> <p>Class create a performance piece, using a combination of chords learned so far, with lyrics introducing “Hello, how are you? And Goodbye” from each of the countries that made up the British Empire over history.</p> <p>AR2/1.3 about great artists in history – LS Lowry</p> <p>AR2/1.3 mastery of techniques – LS Lowry style</p> <p>AR2/1.1-Sketch books</p> <p>Skills to be developed throughout year programme using key vocabulary: our world, buildings and shapes.</p> <p>FL2/1.4c, FL2/1.3c, FL2/1.2d</p> <p>PE2/1.1e Sports & Games Sum 1 Cricket Talk about how Cricket was invented in Britain. Look at another sport invented in Britain (Recap on Netball or Rugby) (HJ to try organise someone to come in from the a local sports club)</p> <p>Sum 2 Athletics (Look at famous British athletes)</p> <p>PSHE Objective 15 - 21 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>
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Cycle B 2019 – 2020 2021-2022	International History, Science, Geography, Computing, DT, Music, Art, PSHE, French, PE					
1 st Half Term	2 nd Half Term	3 rd Half Term	4 th Half Term	5 th Half Term	6 th Half Term	
Pyramids and Hieroglyphs		Our Planet		Europe		
<p>Relevance to ‘Real World’ situations</p> <p>Weather patterns in UK compared to Egypt, architecture, design and buildings, chocolate!</p>		<p>Relevance to ‘Real World’ situations</p> <p>Recycling, global warming, climate change, plastics pollutions, reusable energy, environmental scientists, Polar regions</p>		<p>Relevance to ‘Real World’ situations</p> <p>Sporting Events, Olympic Games, Pottery, Names of planets, Changing in machinery/equipment, Tolerance and understanding of different cultures</p>		
<p>Text Links</p> <p>Charlie and the Chocolate Factory, The Egyptian Cinderella, The Red Pyramid (Rick Riordan), The Blue Frog (the legend of chocolate).</p>		<p>Text Links</p> <p>Trash (year 5 and 6), I Can Save the Earth (Little Green Books), The Ice Monster Ship Breaker (Paolo Bacigalupi), The Tragic Tale of the Great Auk (Jan Thornhill), The Lorax</p>		<p>Text Links</p> <p>Private Peaceful, War Horse, Hitler’s Canary, Percy Jackson and the Lightening, Thief, Beast Keeper (Beast of Olympus), Hero on a Bicycle.</p>		
<p>Vocabulary</p>		<p>Vocabulary</p>		<p>Vocabulary</p>		
<p>Key Stage 1 Make links to themes studied in Key Stage 2</p>	<p>Hi1/1.3 the lives of significant individuals in the past who have contributed to national and international achievements.</p> <p>Tutankhamun, Howard Carter, Hernan Cortez</p>		<p>Hi1/1.1 changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life</p> <p>Environmental changes in the last 100 years</p>		<p>Hi1/1.2 events beyond living memory that are significant nationally or globally</p> <p>The Olympics/World Cup</p>	
	<p>Hi1/1.2 events beyond living memory that are significant nationally or globally</p>		<p>Year 1 Plants/Year 2 plants</p>		<p>Animals, including humans SC2</p>	
	<p>Year 1 Seasonal changes</p>		<p>Year 2 Living things and their habitats</p>		<p>Year 1 Seasonal changes</p>	
	<p>Key Stage 1 Working Scientifically</p>		<p>Year 2 Animals, including humans SC1</p>		<p>Key Stage 1 Working Scientifically</p>	
	<p>Year 1 Everyday materials / Year 2 Uses of everyday materials</p>		<p>Year 1 Seasonal changes</p>		<p>Ge1/1.12a Place knowledge</p>	
	<p>Ge1/1.3a, b i Human and Physical Geography</p>		<p>Key Stage 1 Working Scientifically</p>		<p>Ge1/1.3b i, ii Human and Physical Geography</p>	
	<p>Ge1/1.4a, c Geographical skills and fieldwork</p>		<p>Ge1/1.1a, b Location knowledge</p>		<p>Ge1/1.4b, d Geographical skills and fieldwork</p>	
	<p>Year 1 -Co2/1.2 – create simple programs – Use Temple Run</p>		<p>Year 1 - Co2/1.4 – create and store digital content – make a poster about recycling</p>		<p>Year 1 –Co2/1.4 – create, store and retrieve digital content – use the internet to research and create a piece of media about a sporting event</p>	
	<p>Year 2 -Co2/1,2 – create and debug simple programs</p>		<p>Year 2 –Co2/1.4 – organise and manipulate digital content – research and create a video about recycling</p>		<p>Year 1 - Co2/1.2 – create simple programs – use Scratch Jr to create a sporting event</p>	
	<p>Year 1/Year 2 - Co2/1.1 – algorithms Create and debug a simple program using Scratch Jr – pyramid setting with one character</p>		<p>Year 1/Year 2 - Co2/1.6 – e-safety</p>		<p>Year 2 - Co2/1.3 – use logical reasoning to predict behaviour of programs - use Scratch Jr to create a sporting event</p>	
	<p>Year 1/Year 2 - Co2/1.6 – e-safety</p>		<p>How to catch a bug</p>		<p>Year 2 -Co2/1.4 – organise and manipulate digital content – research a sporting event and create a video</p>	
	<p>How to build a pyramid/lift a heavy stone up high.</p>		<p>Net/scooper</p>		<p>Year 1/ Year 2- Co2/1.5 – e-safety</p>	
	<p>Using wheels to pull along – a cart to put the stone on</p>		<p>DT1/1.1a, b (ICT) – Design</p>		<p>How to stay healthy when competing in the Olympics.</p>	
	<p>DT1/1.1b – Design (talking/drawing)</p>		<p>DT1/1.2a, b – Make (construction materials)</p>		<p>Salad/fruit</p>	
	<p>DT1/1.2a – Make</p>		<p>DT1/1.3a – Evaluate</p>		<p>DT1/1.1b – Design (Mock-ups)</p>	
	<p>DT1/1.4b - Technical Knowledge</p>		<p>DT1/1.4a – Technical knowledge</p>		<p>DT1/2.1a, b – Cooking and Nutrition</p>	
	<p>DT1/1.3b – Evaluate</p>		<p>Mu1/1.1 use their voices expressively and creatively by singing songs and speaking chants and rhymes</p>		<p>DT1/1.2a, b – Make (ingredients)</p>	
	<p>Mu1/1.2 play tuned and un-tuned instruments musically</p>		<p>Learn and perform a range of children’s songs about animals</p>		<p>Mu1/1.3 listen with concentration and understanding to a range of high-quality live and recorded music</p>	
	<p>Djembe lessons 1-4 (history, technique, warm ups, call and response up to high and low/short and long sounds)</p>		<p>Ar1/1.2to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination- (Van Gogh Sunflowers)</p>		<p>Listen to performances of Eurovision song contest winners and choose one to perform as a class</p>	
	<p>Class design their own hieroglyphs to represent different notes/rhythms learned and compose a short performance piece</p>		<p>Learn basic words: Numbers and key vocabulary</p>			
			<p>PE1/1.1a Sports & Games (Spr 1 Gymnastics – Making shapes of animals etc. Nationwide gymnastics, Spr 2 Throwing & Catching skills PE1/1.1a)</p>			

	<p>Ar1/1.1 to use a range of materials creatively to design and make products- (junk model pyramids or keep sake boxes) Learn basic words: Numbers and key vocabulary PE1/1.1b Sports & Games (Aut 1 Ball Games/Ball Skills, Aut 2 PE1/1.1c Dance (Egyptian links) PSHE Objective 1 – 7 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>One lesson on the climbing frame – HJ to organise staffing. PSHE Objective 8 - 15 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>Ar1/1.1 to use a range of materials creatively to design and make products- (Create a flag using printing with poly tiles onto hessian fabric to represent a country for a sporting event) Learn basic words: Numbers and key vocabulary PE1/1.1a Sports & Games (Co-ordination, athletics, Olympic Games activities) PSHE Objective 15 - 21 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>
<p>Lower Key Stage 2 3100 - 323 BCE</p>	<p>Hi2/2.3 Ancient Civilizations Ancient Egypt; 3100 – 332 BCE or Sc3/4.1a,b,c,d,e Light Lower Key Stage 2 Working Scientifically Ge2/1.3b Human and Physical Geography Ge2/1.4a,b Geographical Skills and Fieldwork</p> <p>Co2/1.2 -use sequence, selection, and repetition in programs - Create a program using Scratch – two characters having a conversation e.g. Tutankhamun and a slave Co2/1.5 – use search technologies - Research Egyptians using the internet Co2/1.7 – e-safety How to build a pyramid/lift a heavy stone up high. Lift the stone using levers - Shadoof DT2/1.1b – Design (discussion, sketches, diagrams) DT2/1.2a – Make DT2/1.3c – Evaluate DT2/1.4a, b – Technical knowledge Mu2/1.6 develop an understanding of the history of music. Research types of Ancient Egyptian instruments and compose and perform a piece of music Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials- (Clay and Modroc Canopic jars or paper Mache Pharaoh mask) Skills to be developed throughout rolling programme focussing on key vocabulary: shapes and buildings. FL2/1.1a, FL2/1.1b, FL2/1.1, FL2/1.2a, FL2/1.2b, FL2/1.2c, FL2/1.3a,, FL2/1.3b, FL2/1.4a, FL2/1.4b PE2/1.1a, PE2/1.1b Sports & Games (Aut 1 Tag Rugby, Aut 2 Netball) Look at Ancient Egypt Archery Ongoing: Y3 PE2/1.2 Swimming PSHE Objective 1 – 7 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>Sc4/2.1a,b,c All living things Sc4/3.1a,b,c States of Matter Lower Key Stage 2 Working Scientifically Ge2/1.1c Locational Knowledge Ge2/1.3a Human and Physical Geography Ge2/1.4a,b Geographical Skills and Fieldwork Hi2/2.2 Extended chronological study</p> <p>Co2/1.1 – design, write and debug programs – programme sorting rubbish/recycling using Scratch Co2/1.4 – understand computer networks – use the internet for simple related searches Co2/1.7 – e-safety How to catch a bug Bug pot incorporating magnifying glasses for observation and safety of bug DT2/1.1a, b – Design (computer aided design/pattern pieces) DT2/1.2a, – Make (construction materials/textiles) DT2/1.3a – Evaluate Mu2/1.2 improvise and compose music for a range of purposes using the interrelated dimensions of music Glockenspiel stage 1 (learning notes E, D, C, F, learning songs, performing and composing) Class to compose and perform their own song based on the topic relevance e.g. the birth and development of the planet to the damage humans have created. Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials- (Claude Monet waterlilies) Skills to be developed throughout year programme focussing on key vocabulary: animals and body parts (une grande monster verte) FL2/1.1a, FL2/1.1b, FL2/1.1, FL2/1.2a, FL2/1.2b, FL2/1.2c, FL2/1.3a, FL2/1.3b, FL2/1.4a, FL2/1.4b PE2/1.1c, PE2/1.1d Sports & Games (Spr 1 Gymnastics/Dance – routines as states of matter/living things and PE2/1.1b Spr 2 Hockey) One lesson on the climbing frame – HJ to organise staffing. Ongoing: Y3 PE2/1.2 Swimming PSHE Objective 8 - 15 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>Hi2/2.4 Ancient Greece 776 – 323 BC Sc3 Forces and Magnets Lower Key Stage 2 Working Scientifically Ge2/1.1a Locational Knowledge Ge2/1.2a Place Knowledge Ge2/1.4a,b Geographical Skills and Fieldwork Laptops Co2/1.3 – use logical reasoning – use Scratch to program an Ancient Greek event Co2/1.6 – use a variety of software – create a poster, powerpoint, video about a Greek sporting event Co2/1.7 – e-safety How to stay healthy when competing in the Olympics. Vegetable stew – to be cooked DT2/1.1b – Design (prototypes) DT2/1.2a, b – Make (ingredients) DT2/1.3b - Evaluate DT2/2.1a, b, c – Cooking and Nutrition Mu2/1.3 listen with attention to detail and recall sounds with increasing aural memory Learn about traditional instruments used in different European countries and listen to traditional music pieces from different countries, identifying some of the instruments used in the music Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (Greek pots with scenes from ancient Greek life) Skills to be developed throughout year programme focussing on key vocabulary: places and countries (where to go on holiday) FL2/1.1a, FL2/1.1b, FL2/1.1, FL2/1.2a, FL2/1.2b, FL2/1.2c, FL2/1.3a, FL2/1.3b, FL2/1.4a, FL2/1.4b PE2/1.1e Sports & Games Sum 1 Kwik Cricket, Sum 2 Athletics (Ancient Greece, Olympics) Ongoing: Y3 PE2/1.2 Swimming PSHE Objective 15 - 21 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>
<p>Upper Key Stage 2 900 – 1945 AD</p>	<p>Hi2/2.5 Non-European Study Mayan civilization c. AD 900; or Sc5/4.1a,b,c,d Earth and Space Sc5/4.2a,b,c Forces (gravity and resistance, levers and pulleys) Sc6/4.1 Light Sc5/2.2a Animals including Humans (RSE) Upper Key Stage 2 Working Scientifically Ge2/1.1a,c Locational Knowledge Ge2/1.2a Place Knowledge Ge2/1.3b Human and Physical Geography Ge2/1.4a,b Geographical Skills and Fieldwork Co2/1.2 -use sequence, selection, and repetition in programs - Create a program using Scratch – Cortez finding the Mayans/the characters having a conversation</p>	<p>Sc5/2.1a,b Living things and their habitats / Sc6/2.1a,b Living things and their habitats Sc5/2.2a Animals including Humans (RSE) Upper Key Stage 2 Working Scientifically Ge2/1.1c Locational Knowledge Ge2/1.3a Human and Physical Geography Ge2/1.2a Place Knowledge Ge2/1.4a,b Geographical Skills and Fieldwork Hi2/2.2 Extended chronological study Co2/1.1 – design, write and debug programs – demonstrating climate changes using Scratch Co2/1.4 – understand computer networks – use the internet for various related searches Co2/1.7 – e-safety</p>	<p>Hi2/2.2 Extended chronological study World War 2 Sc5/2.2a Animals including Humans (RSE) Upper Key Stage 2 Working Scientifically Ge2/1.1a Locational Knowledge Ge2/1.2a Place Knowledge Ge2/1.4a,b Geographical Skills and Fieldwork Laptops Co2/1.3 – use logical reasoning - use Scratch to program a WW2 event Co2/1.6 – use a variety of software - create a poster, powerpoint, video about World War Two Co2/1.7 – e-safety How to stay healthy on rations/limited ingredients Ration bread loaf</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>

<p>Co2/1.5 – use search technologies - Research Mayans using ranked searches</p> <p>Co2/1.7 – e-safety</p> <p>How to build a pyramid/lift a heavy stone up high. Lift a stone – pulley, cam, gears etc. (pulley and rope)</p> <p>DT2/1.1b – Design (discussion, sketches, diagrams)</p> <p>DT2/1.2a – Make</p> <p>DT2/1.3c – Evaluate</p> <p>DT2/1.4a, b – Technical knowledge</p> <p>DT2/1.3c – Evaluate</p> <p>Mu2/1.4 use and understand staff and other musical notations</p> <p>Learn how staff/stave is used to represent different musical notes, including the different note lengths (crotchet, minim, semibreve) and compose simple tune e.g. nursery rhyme. Use Mayan glyphs and number system and recreate tune using symbols.</p> <p>Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials- (Clay Mayan sugar skulls)</p> <p>Skills to be developed throughout year programme using key vocabulary: places and countries, weather.</p> <p>FL2/1.4c , FL2/1.3c , FL2/1.2d</p> <p>PE2/1.1a, PE2/1.1b Sports & Games (Aut 1 Rugby, Aut 2 Netball) look at Ancient Mayan team game 'Pitz'.</p> <p>PSHE Objective 1 – 7 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>How to catch a fantasy animal</p> <p>Research different traps – own ideas for design</p> <p>DT2/1.1a, b – Design (computer aided design/pattern pieces)</p> <p>DT2/1.2 a, b – Make (construction materials)</p> <p>DT2/1.3a – Evaluate</p> <p>Mu2/1.2 improvise and compose music for a range of purposes using the interrelated dimensions of music</p> <p>Using animals researched as a basis, compose pieces of music on glockenspiel that represent the different animals e.g. movement, environment, habitat</p> <p>Ar2/1.3 about great artists, architects and designers in history (Henri Rousseau paintings)</p> <p>Skills to be developed throughout year programme using key vocabulary: our world and planets and the alphabet, FL2/1.4c, FL2/1.3c, FL2/1.2d</p> <p>PE2/1.1c, PE2/1.1d Sports & Games (Spr 1 Gymnastics/Dance – routines as different animals in different habitats/different countries and PE2/1.1b Spr 2 Hockey) Leadership</p> <p>One lesson on the climbing frame – HJ to organise staffing.</p> <p>PSHE Objective 8 - 15 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>	<p>DT2/1.1b – Design (prototypes)</p> <p>DT2/1.2 a, b – Make (ingredients)</p> <p>DT2/1.3b - Evaluate</p> <p>DT2/2.1a, b, c – Cooking and Nutrition</p> <p>Mu2/1.1 play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p> <p>Ukulele lessons 1-4 (introduction to ukulele, tuning, playing in time to rhythm, sing and play, first chords, first song, tempo new songs)</p> <p>Class to compose a song using notes learned so far and write lyrics/poetry relating to an aspect of WW2 to accompany and perform</p> <p>Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (ideas- WW2 burning cities with a tissue paper orange sky and search lights.</p> <p>Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas- (sketches of soldiers)</p> <p>Skills to be developed throughout year programme using key vocabulary: animals and body parts (living healthily)</p> <p>FL2/1.4c, FL2/1.3c , FL2/1.2d</p> <p>PE2/1.1e Sports & Games Sum 1 Cricket, Sum 2 Athletics (Olympics)</p> <p>Games played during 1900s – e.g. Red light green light, hop scotch and play games they have found out about over the term.</p> <p>PSHE Objective 15 - 21 from LTP unless you would like to move a topic because it is beneficial for the children / you needed to be reactive to cover other issues.</p> <p>For Maths, RE and PSHE objectives, see bottom of this document.</p>
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Maths Objectives:

PSHE Objectives:

RE Objectives (KS1):

RE Objectives (KS2):



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Stage 1new LTP.doc



new scheme LTPKey
Stage 2planning mix