

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Romans	Anglo Saxons	1950's-60's	Water Cycle, Rivers and Seas	Ancient Egypt	Settlements
Topic Title	Time Traveller		Back in time	Water Worlds	Walk like and Egyptian	A New Life
Memorable Moment	Roman workshop/visitor Dress up day	Anti-bullying week 11 <sup>th</sup> Nov	Dress up Day		Trip-Leeds city Museum/Manchester	
Innovate/ Challenge	Army Invasion					
Text used	Pinny's diaries (video clip) Romulus and Reamus Romans on The Rampage	Beowulf – fiction Arthur High King of Britain (Michael Mororgo)  Half Caste/No Problems Benjamin Zephaniah	Roald Dahl : Danny the champion of the world The Borrowers	The Ice Palace Journey to the river sea The rhythm and the rain Dancing in the rain	The Egyptian Cinderella	The arrival The other side of truth Christophe's story Boy at the back of the class
English	Non-chron report Snippet of time Instructions – how to make a chariot Recount Diary entry	Narrative Newspaper report  Poetry (anti bullying week)	Diary entry Letter Information writing Biography Newspapers Setting description	Non-chron report – the water cycle Journalistic writing – flooding – show floods in UK in recent times Character description Poetry		Letter writing Instructions Recount Persuasion Stories from other cultures
Maths	Place value Addition and subtraction Length and perimeter Multiplication and division		Multiplication Division Area Fractions Decimals		Decimals Money Time Statistics Properties of shapes Position and direction	
Science	<u>Electricity</u> – Chariot to modern day car	<u>Sound</u> – link to Anglo Saxon musical instrument	<u>All Living Things</u>	<u>States of matter</u> – link to ice palace_and water cycle	<u>Animals including humans</u>	
Computing	<u>Coding (Create a Roman Game)</u>  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Use sequence, selection and repetition in programs; work with variables and various forms of input and output.  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	<u>E-safety</u>  use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.  Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	<u>Spreadsheets (Linked to Science)</u> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	<u>Logo/Animation</u>  Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  Use sequence, selection and repetition in programs; work with variables and various forms of input and output.  Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	<u>Effective Searching</u>  use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content  Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	<u>Hardware</u>  Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.
History	Romans – life in Roman times Julius Ceasar  Roman withdrawal from Britain in c. AD 410 and the fall of the western Roman Empire ♣  Julius Caesar's attempted invasion in 55-54 BC ♣ the Roman Empire by AD 42 and the power of its army ♣ successful invasion by Claudius and conquest, including Hadrian's Wall ♣ British resistance, for example, Boudica ♣ 'Romanisation' of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity	Anglo Saxons and Scots Battle of Hastings  Scots invasions from Ireland to north Britain (now Scotland) ♣ Anglo- Saxon invasions, settlements and kingdoms: place names and village life ♣ Anglo- Saxon art and culture	Famous people/Events:  Moon landing JFK Martin Luther King  Pupils should continue to develop a chronologically secure knowledge and understanding of British, local and world history		Changes in an aspect of social history, such as crime and punishment from the Anglo-Saxons to the present or leisure and entertainment in the 20th Century  Howard Carter	
Geography	<u>Rivers and aqua ducts</u>  <u>Google Earth</u>  describe and understand key aspects of: ☒ physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle  Map work Locate European countries Roman Emprior Google earth Capitals and countries  use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied  understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America	<u>Settlements and invaders</u>  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		Human Geography – rivers the Amazon Map work – locate rivers The water cycle  physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle	The River Nile.	Refugees Settlements Land use Africa  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

Art	Clay pots Mosaic	Bayeux tapestry	Painting – Andy Warhol (Pop art) Jackson Pollock Sculpting	Drawing/painting – landscapes	Clay: Jars/ Scarab Beetles Sketching Tutankhamun	Water colours painting - Monet – ‘Water Lilies’ ‘Take on Picture’
Design Technology	Making a chariot – linked to Science Shields/armour	Make a musical instrument Hadrian’s wall	60’S Fashion	3D villages/houses/homes		
French	Listen attentively to spoken language and show understanding by joining in and responding  All about me	Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words  Christmas	Engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help  Europe	Speak in sentences, using familiar vocabulary, phrases and basic language structures  Easter	Present ideas and information orally to a range of audiences	Summer activities Holidays – common words and phrases
RE	What faiths are shared in our country?	Christmas	How are important events remembered?	Easter	Why are gurus at the heart of Sikh belief?	How do the five pillars guide Muslims?
PSHCE	Core theme 1 Growing and changing Grid D E F	Core theme 1 Health and wellbeing Keeping safe Grid G H I J K	Core theme 2 Healthy relationships G H J K	Core theme 2 Valuing differences Grid J K L M	Natural disasters and victims of Flooding and communities Biblical – floods - Noah	Core theme 3 Living in the wider world Grid A B C D E F G H I J
Music	Music Teacher	Music Teacher	Music Teacher	Music Teacher	Music Teacher	Music Teacher
PE	Hockey/Swimming	Gymnastics/Swimming	Dance: Rock and Roll/Swimming	Racket Games (Badminton)	Striking and Fielding (Cricket)	Athletics