

Curriculum Plan for Year 2020	Themes	A Kingdom United	The high seas	Earth and Space	Inventors and Inventions	Amazon Adventure	Faster, Higher, Stronger
Enrichment		Museum Loan Artefacts	Baking Burning Experiment	Trip to Rossall Observatory	Museum Loan Artefacts	Orienteering Adventure Day	Ancient Greek Day
English Genre		Legends. Classic Narrative Poetry.	Story Writing: Themed Weeks Playscripts.	Science-Fiction Stories Information Booklets: (Explanation Text, Non-Chronological Report)	Novel as a theme Newspaper Reports	Stories from Other Cultures Persuasive letters and Debate.	Myths from Ancient Greece. Poems with Figurative Language.
Key Texts to Study		“Anglo-Saxon Boy” by Tony Bradman	Pirates of the Caribbean play script	A selection of short stories.	“The Invention of Hugo Cabret” by Brian Selznick	“The Great Kapok Tree” by Lynne Cherry.	A selection of myths.
Cross – curricular writing opportunities		History: Diary entries from the perspective of an Anglo-Saxon.	Geography: Non-chronological reports and trade links and food.	Science: Recount	Science: Scientific Report	PSHE/ Geography: Persuasive Poetry, with repeating lines	History: Information Leaflet
Mathematics		Place Value	Addition and Subtraction Multiplication	Multiplication and Division Fractions	Fractions, Decimals and Percentages	Measurement Geometry	Geometry Statistics
Science		Properties and Changes of Materials Grouping materials, uses of materials, compare materials and properties, consider electrical and thermal conductivity.	Reversible and Irreversible Changes Changes that form new materials: mixing, dissolving, sieving, filtering, evaporating, burning.	Earth and Space Relationship between the Earth, Sun and Moon. The Solar System. Theories of the universe and its structure.	Forces Understanding, study and experimentation of different forces in motion: Gravity, air resistance, water resistance, friction.	Life Cycles (in the rainforest) Life cycles of animals and plants. Reproduction in plants and animals.	Life Cycles Human life cycles from birth to old age. Understanding that animals are alive.
Religious Education		Hindu Dharma. What different kind of writings and story are important to belief/religions?	Christianity. God. What do religious texts and teachings say about God, the world and human life?	Christianity. The Church. What guidance to follow?	Christianity. Jesus. What can stories teach us?	Islam. Do [should?] religious teachings affect our laws today?	Sikh Dharam. What can we learn from the way religions treat their scriptures?

Geography	<p>Locational Knowledge UK Cities, Counties and Key Features, involving map work.</p> <p>Human and Physical Features of towns and cities.</p>	<p>Locational knowledge UK Cities and Counties, involving map work.</p> <p>Physical and Human Geography types of settlement and land use, economic activity, trade links, climate zones, biomes.</p>			<p>Locational Knowledge World's Countries, Latitude, Longitude, Hemispheres</p> <p>Human and Physical Geography Climate zones, biomes, vegetation, rivers, types of settlements, land use.</p>	
History	An in-depth study of the Anglo-Saxon period and its cultural, economic, military, political religious and social history. Look at change and continuity, sequence events chronologically.			An in-depth study of a non-European civilization, focusing on Baghdad 900AD and the Islamic "Golden Age", considering inventions and progress.		Identifying where periods fit into history, an in-depth study of Ancient Greek civilization, showing trends and connection within periods of study.
Design and Technology		Investigating food packaging, developed into a 3D product. Investigating ingredients, developed into baking.		Investigating mechanical mechanisms (cams, pulleys and gears) developed into designing, building and evaluating a movable object.	Textiles: joining fabrics developed into sewing.	
Art and Design	Sketching and drawing skills using different dry media (including oil pastels), developed into Oil Pastel Anglo-Saxon Illuminated Letters.		Drawing and painting, developed into Abstract Painting and Digital Media.		Drawing and painting from observational, photographs and digital images, developed into printing.	Drawing and painting (using digital media as a stimulus) developed into 3D sculpture, using collage techniques.
Music	Listening to and performing a range of music from around the UK, including anthems.		Listening to high quality recorded music and how musical elements can be used to create effects.		Creating – improvise, develop and perform rhythmic compositions using graphic notation.	

Physical Education	Gymnastics Swimming	Invasion Games: Netball Swimming	Dance Move and Learn	Gymnastics Hockey	Athletics Orienteering	Rugby Rounders
Computing	Data Handling, developed into creating bar charts. Internet Research, connected to Online Safety	Collaborating and communicating with others, developed into creating an online publication.	Investigating spreadsheets and conducting research, developed into constructing and analysing data in a spreadsheet.	Coding and debugging software, developed into creating a game on Scratch.	Designing, creating and manipulating digital content, developed into a presentation using hyperlinks.	Programming, studying repetition in software, developed into the creation of digital sequences.
PSHE						
MFL	El nabo enorme. (The Enormous Turnip)	Mis mascotas/Numeros grandes (Big Numbers/ Pets)	Que hora es? (Telling the Time)	Que tiempo hace? (Weather)	Me encantan los deportes. (Sports)	Yo soy musico (Musical Instruments/Styles Of Music)