	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	I am Warrior 	Bottoms, Burps and Bile 	The Blue Abyss 	Misty Mountain Sierra 	Road trip USA 	Traders and Raiders 
English book titles and genres	The Romans: Gods, Emperors and Dormice Non Fiction: What the Romans have done for us	The Demon Dentist Non Fiction: Digestion	PoR: Ariki and the Giant Shark	PoR: The Dancing Bear	PoR: The Great Kapok tree	PoR: Arthur and the Golden Rope
Writing opportunities Genre Focus SPAG Focus	Character descriptions Play scripts Writing in role Performance Poetry Non-chronological reports Instructions Common spelling rules Fronted adverbials Adverbs Expanded noun phrase Nouns	Setting and character description Fact file Diary writing Writing in role Prediction Narrative writing Instructions Newspaper article Common spelling rules Coordinating conjunctions Relative clauses Fronted adverbials Plural and possessive	Writing in role Character profile Story mapping Poetry Diary entry Chants Dictionary definitions Leaflets Argument and Debates Role Play Common spelling rules Verb, pronoun, adverb Apostrophes Commas Fronted adverbials Adjectives Expanded Noun phrases Edit and Evaluate	Written predictions Persuasive poster Descriptive writing Poetry Leaflet and Advert Dilemma writing Continuation of narrative Common spelling rules Passive verb, modal verb, preposition Inverted commas Past tense Dictionaries Thesauruses Expanded noun phrase	Persuasive writing Balanced argument Debate and Argument Formal letter Thought bubbles Written speech Native American Myths Common spelling rules Synonyms and antonyms Persuasive language Suffixes Paragraphs Possessive apostrophes	Book making Story Mapping Poetry Debate Narrative Newspaper article Norse Myths Common spelling rules Inverted commas Fronted adverbials Expanded noun phrase Prefixes Subordinating conjunctions
Maths	**Place Value** Roman numerals to 100 Round to the nearest 10	**Measurement: Length and Perimeter** Kilometres Perimeter on a grid	**Multiplication and division** 11 and 12 times-table Multiply 3 numbers Factor pairs Efficient multiplication	**Fractions** What is a fraction? Equivalent fractions Fractions greater than 1 Count in fractions Add 2 or more fractions	**Decimals** Make a whole Write decimals Compare decimals Order decimals Round decimals	**Statistics** Interpret charts (discrete) Comparison, sum and difference Introduce line graphs

	Round to the nearest 100 Count in 1,000s 1,000s, 100s, 10s and 1s Partitioning Number line to 10,000 1,000 more or less Compare numbers Order numbers Round to the nearest 1,000 Count in 25s Negative numbers **Addition and Subtraction** Add two 4-digit numbers (no exchange, one exchange, more than one exchange) Subtract two 4-digit numbers (no exchange, one exchange, more than one exchange) Efficient subtraction	Perimeter of a rectangle Perimeter of rectilinear shapes **Multiplication and division** Multiply by 10 Multiply by 100 Divide by 10 Divide by 100 Multiply by 1 and 0 Divide by 1 Multiply and divide by 6 6 times-table and division facts Multiply and divide by 9 9 times-table and division facts Multiply and divide by 7 7 times-table and division facts	Written methods Multiply 2-digits by 1-digit Multiply 3-digits by 1-digit Divide 2-digits by 1-digit Correspondence problems **Measurement: Area** What is area? Counting squares Making shapes Comparing area	Subtract 2 fractions Subtract from whole amounts Calculate fractions of a quantity Problem solving – calculate quantities **Decimals** Recognise tenths and hundredths Tenths as decimals Tenths on a place value grid Tenths on a number line Divide 1 digit by 10 Divide 2 digits by 10 Hundredths Hundredths as decimals Hundredths on a place value grid Divide 1 or 2 digits by 100	Halves and quarters **Measurement: money** Pounds and pence Order money Round to estimate money Four operations with money **Measurement: time** Hours, minutes and seconds Years, months, weeks and days Analogue to digital – 12 hour Analogue to digital – 24 hour	Line graphs **Geometry: Properties of shape** Identify angles Compare and order angles Triangles Quadrilaterals Lines of symmetry Complete a symmetric figure **Geometry: Position and direction** Describe position Draw on a grid Move on a grid Describe a movement on a grid
Religion	Domestic Church (family) : **People** Wider Church (Judaism): **The Torah**	Local Church-(belonging): **Called** Loving (Christmas): **Gift**	Local Church (relating): **Community** Relating (Eucharist): **Giving and receiving**	Lent/Easter (Giving): **Self Discipline**	Pentecost (serving): **New Life** Reconciliation (inter-relating): **Building Bridges**	Universal Church: **God's People**
PSHE	Me and My Relationships -Feelings, conflict, emotions, resolution, friendships	Valuing Difference -British Values focus	Keeping Myself Safe -Relationships Education -Safe internet use -Drugs	Rights and Responsibilities -Money -Living in the wider world/environment	Being My Best -Keeping healthy -Growth Mindset -Goal setting, achievement	Relationship and Sex Education - Respecting ourselves and others - Changing bodies - Life cycles

						-Feelings
Science	Working scientifically	Animals including Humans -describe the simple functions of the basic parts of the digestive system in humans -identify the different types of teeth in humans and their simple functions -construct and interpret a variety of food chains, identifying producers, predators and prey	States of Matter -compare and group materials together, according to whether they are solids, liquids or gases -observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C) -identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature	Electricity -identify common appliances that run on electricity -construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers -identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery -recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit -recognise some common conductors and insulators, and associate metals with being good conductors	Sound -identify how sounds are made, associating some of them with something vibrating -recognise that vibrations from sounds travel through a medium to the ear -find patterns between the pitch of a sound and features of the object that produced it -find patterns between the volume of a sound and the strength of the vibrations that produced it -recognise that sounds get fainter as the distance from the sound source increases	Living things and their habitats -recognise that living things can be grouped in a variety of ways -explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment -recognise that environments can change and that this can sometimes pose dangers to living things
History	Roman Britain - The Roman Empire and its impact on Britain				Native Americans - a non-European society that provides contrasts with British history	Anglo-Saxons, Scots and Vikings -Britain's settlement by Anglo-Saxons and Scots -The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor
Geography	Italy - understand geographical similarities and		The World's Oceans - describe and understand key aspects of physical geography,	The World's Mountains -name and locate geographical regions and their identifying human	The United States of America - understand geographical	

	differences through the study of physical geography of a region of the United Kingdom and a region in a European country. - use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied		including oceans and the water cycle	and physical characteristics	similarities and differences through the study of human and physical geography of a region of the United Kingdom and a region within North or South America. Rainforests - physical geography including: biomes and rivers	
Art, Design and Technology	DRAWING STORY TELLING THROUGH DRAWING Acc Pathway Artist studies – Laura Carlin and Shaun Tan. Artists use sketching to develop an idea over time. Explore how they can build and share a story through a series of images. (charcoal, graphite, ink, pencil or pastel)	Textiles (Digestion Tshirt) DT Focus. Vivienne Westwood. Annotated sketches and exploded diagrams show specific parts of a design, highlight sections or show functions. They communicate ideas in a visual, detailed way. Use annotated sketches and exploded diagrams to test and communicate their ideas	PAINTING STILL LIFE Acc Pathway Artist studies - Cezanne, Jan Davidsz, Jacob Vosmaer, Nicole Dyer. Become familiar with the term still life, explore a variety of contemporary artists that study still life in different. Create still life art work.	Electric Game. An electric circuit can be used in a model, such as a lighthouse. It can be controlled using a switch. (Science-Electricity) Incorporate a simple series circuit into a model. (ScienceElectricity)	ARCHITECTURE Bury Artist studies – Sir Christopher Wren, Lady Elizabeth Wilbraham Research and annotate in sketch books, what pupils notice about the buildings that Wren and Wilbraham designed. Identify features: dome; baroque; quadrangle, exterior, interior, space, light, façade, tower, turret. Explore the designs for St Paul's developed until the final one was selected. Compare St Peter's dome in	SCULPTURE CLAYWORK/ PLINTHS Acc Pathway Andrea di Pietro di Marco Ferrucci, Thomas Price, Anthony Gormley Techniques used to create a 3 -D form from clay include pinching slab construction and sculpting. Carving, slip and scoring can be used to attach extra pieces of clay. Mark making can be used to add detail to 3-D forms. Use other materials to create a plinth person. Use clay to create a detailed or experimental 3-D

					Rome and to St Paul's using technical language. Model Making Totem Pole Design Design features are the aspects of a product's design that the designer would like to emphasise, such as the use of a particular material or feature that makes the product easier to use or more durable. Investigate and identify the design features of a familiar product.	form. Create plinth people inspired by the Ancient Roman Emperors and other artists.
French	My body	Physical descriptions and personality traits	The weather	Clothes	Sports	Playground rhymes
Music	Charanga / Progression of music skills					
Computing	Online safety	Kahoot Quiz building	Coding – Scratch	Computer science project	Algorithms	Hardware investigations
PE	Commando Joe Outdoor Games – football, tag rugby, invasion	Commando Joe Hand-eye coordination games, basketball, netball, handball, dodgeball	Commando Joe Gymnastics and dance	Commando Joe Net and wall games – tennis, volleyball, badminton, etc. Swimming	Commando Joe Striking games – cricket, hockey, rounders.	Commando Joe Athletics – running, throwing, javelin, etc.