

Year 3	Autumn			Spring		Summer	
IPC Topic	Brainwaves	Scavenges and Settlers	Chocolate	Saving the World	Saving the World	Time, place, earth and space	They made a difference
Maths	Number – place value Number – addition and subtraction Number – multiplication and division Measurement			Number: Multiplication and Division Measurement Number: Fractions		Number : Fractions Geometry: Property of Shapes Measurement Statistics	
English T4W Texts	<i>Text type: Where in the World – class book</i>	<i>Text type: Mulenga and the Cherries</i>	<i>Text type: George’s Marvellous Medicine</i>	<i>Text type: How the Tortoise got his shell</i>	<i>Text type: Why Bats Sleep in the day</i>	<i>Text type: The Boy in the Dress</i>	<i>Text type: Hamelin</i>
English T4W Non-fiction		<i>Instructions: Innovate: How to make a fruit salad.</i>	<i>Explanation Innovate: How chocolate is made.</i>	<i>Persuasion Innovate: Keeping our rainforest safe for the next generation.</i>	<i>Information: Innovate: Different layers of the rainforest.</i>	<i>Recount Innovate: Newspaper Article about an astronaut</i>	<i>Discussion Innovate: Equality: good or bad?</i>
Science	Skills	Plants	Forces and Magnets	Habitats	Habitats	Light	Rocks
MFL	<i>First steps. Greetings Introductions Asking and answering key questions. Recognising and understanding familiar words.</i>	<i>Number work. 1-10 11-20 Key phonemes. Ask and answer questions about age. Simple Maths in French. Creating a spooky spell.</i>	<i>A colourful snail. Understanding gender of nouns. Colour adjectives. Matisse L’escargot. Understanding a story: “ Leon le cameleon “ story combining nouns and colours for reading aloud.</i>	<i>My monster. Word order. Story module “ Va t’en grand monster vert !” Adapting a story to create a monster using numbers, body parts, and colours.</i>	<i>What to wear ? Creating phrases. Story module: “Je m’habille et je te croque !” Recreating the story. Using je porte with clothing nouns and colours. Practising word order.</i>	<i>Going shopping. Nouns for fruits. Telling a story in French : “ Handa’s Surprise” based on T4W. Story: La journée gourmande de Monsieur Glouton”. Create a picnic for Mr Greedy. Writing familiar words .</i>	<i>Getting sporty. Using nouns for sports to say and write some familiar words form memory. Using cognates and semi-cognates. Designing a sporting mascot and writing an identy card using language covered this year : name/age/clothes/ foods/sports.</i>
Computing	<i>Online safety</i>	<i>Online Safety</i>	<i>Graphics</i>	<i>Text</i>	<i>Scratch</i>	<i>Logo</i>	<i>Data</i>
Design & Technology	Diagrams of the brain	About the types of foods that the first farmers would have grown.	How to make chocolate, what we need to add.	Plan and make tropical fruit drink. Mantel of the expert – make for a company.	Veg dye	Create a sundial. Design and create a calendar	Create a sculpture in the style of sculptor studied in art.

Art	Sketches of body/organs	Pre historic cave painting and pottery	Design a wrapper for our choc bar	Rainforest art/body art – henna tattoos	Natural materials to create art. Veg dyes. Tribal art.	Festival of light art -	Sculptors. How artists have impacted world. Portraits
History	Of brain	Fossils, ancestors, Stone, Bronze and Iron age	Who first discovered chocolate? Importance of cocoa bean. First choc trade in Europe.	Mayans	Chronological study – extended look at significant period of British history	Local study	World leaders from the past. Significant scientists.
Geography		UK study – cities, counties and physical geography.	Cacao trees and cash crops	Rainforests/eco geography	Rivers, mountains – physical geography.	Time zones. Longitude/latitude. Human activities affected by seasonal/daily patterns	Geography –physical geography – water cycle
PSHE	<i>Community Boundaries</i>	<i>Friendships: conflict and causes</i>	<i>What have I achieved</i>	<i>Local Community</i>	<i>Friendships</i>	<i>Communication and Technology</i>	<i>Family Networks</i>
RE	<i>Respect/rules</i>	<i>Respecting Faith: What do we believe?</i>	<i>Christianity: The Christmas Story</i>		<i>Christianity: The Easter Story</i>		<i>Judaism: Exploring another culture and Faith</i>
Music		<i>Music Express – Exploring composition</i>	<i>Music Express – Exploring sounds</i>	<i>Music Express – Exploring beat</i>	<i>Music Express – Exploring pitch</i>	<i>Music Express – Exploring structure</i>	<i>Music Express – Exploring performing</i>
PE	<i>Gymnastics</i>	<i>Hockey</i>		<i>Badminton Rugby</i>	<i>Badminton Football</i>	<i>Athletics</i>	<i>Games - pupil led</i>

Year 4	Autumn			Spring		Summer	
IPC Topic	Brainwaves	Treasure	Inventions that changed the world	Active Planet	Active Planet	Gateways to the World	Shaping Up
Maths	Number – place value Number- addition and subtraction Number – multiplication and division Measurement- Area			Fractions Time Decimals Measurement: Money		Measurement: Geometry: Angles Geometry: Shape and Symmetry Geometry: Position and Direction Statistics Measurement: Area and Perimeter	
English T4W texts	<i>Text type: Where in the world – class book</i>	<i>Text type: Matala comes to Supper</i>	<i>Text type: Kassim and the Greedy Dragon</i>	<i>Text type: To the Edge of the World</i>	<i>Text type: Why the sky is high</i>	<i>Text type: The Mystery of the Hare and the Moon</i>	<i>Text type: The King of the Wild Horses</i>
English T4W Non-fiction	<i>Writing Labels</i>	<i>Instructions: Innovate: Treasure Hunt instructions</i>	<i>Explanations: Innovate: How do Christmas lights work?</i>	<i>Persuasion text: Innovate: Advert - Visit Pompeii.</i>	<i>Information text: Innovate: How a volcano/earthquake works.</i>	<i>Recounts: Innovate: Holidays</i>	<i>Discussion text: Innovate: Exercise or Xbox?</i>
Science	Skills	Animals/Humans	Electricity	States of Matter	Habitats	Sound	Living Things
MFL	<i>Myself</i> Creating sound-spelling links. Cool cognates. Numbers 1-30. Listen to and identify key words.	<i>Animals.</i> Asking and answering a wider range of questions by describing what I have/do not have/would like (avoir/je voudrais). Creating a mythical creature by writing familiar words and phrases.	<i>Creating description</i> Adjectives and how these change according to gender of noun. Story-telling: Dear Zoo. Adapting a story and using a bilingual dictionary.	<i>Celebrations.</i> <i>Nouns and high frequency verbs:</i> <i>Story module: Madame beauté et la galette des rois.</i> <i>Using a bilingual dictionary to adapt a short text in French.</i>	<i>My world</i> Developing listening, reading and writing. Using family nouns with s'appeler. Describing an imaginary family. Using the negative with de + noun.	<i>Free time</i> Seeking and giving spoken information. Using cognates and semi-cognates with faire and jouer to say what I do and do not do. Giving opinions using aimer, ne pas aimer, préférer, détester.	<i>La Révolution.</i> Horrible histories! Listening: Strategies for working out meaning (Peabody and Sherman film extract “ qu'ils mangent du gateau). Euroclub schools Bastille investigation. Representing key events and symbols recording new language accurately.

Computing	<i>Online safety</i>	<i>Online Safety</i>	<i>Animation</i>	<i>Scratch - Story</i>	<i>Moving Images</i>	<i>Scratch - Games</i>	<i>Data</i>
Design & Technology	Relating to brains	Make historical artefacts.	Make a pinhole camera. Levers, gears, cams, moving toy	What makes buildings strong? Make a survival kit.	Make a volcano	Plan, design and evaluate an inflight entertainment pack	A product to aid fitness. A fitness plan
Art	Brain/body /organ sketches	What makes a piece of art a 'treasure'? Looking at published and celebrated pieces of artwork	Technology in art. Digital art. Prints	Hot and cold colours. Different techniques/materials to represent a volcano	Colour wheel – tones/tints/shades	Airline logos and designs. Sculpture to represent flight. Art/ artists depicting flight	Advertising/ art in adverts
History	About the brain – what we know now	Artefacts/historical sources. Archaeology.	History of inventions/ Islamic 'Golden Age'	Devastation of Pompeii, how do we know about the event.		History of flight	History of adverts
Geography	Local studies	Buildings, people in locality. Local archaeology and treasures.		Volcanoes, earthquakes and how new earth is formed		Airports/impact of airports. Destinations and compare with host country	Compare UK with European or region in North or south America
PSHE	<i>Community Boundaries</i>	<i>Peer Influences</i>	<i>Media influence and me</i>	<i>Learning about Money</i>	<i>Growing and Changes</i>	<i>What have I achieved</i>	<i>Alcohol and Tobacco</i>
RE	<i>Rules/repect</i>	<i>Judaism</i>	<i>Christianity: The Christmas Story</i>		<i>Christianity: The Easter Story</i>		<i>Hinduism: Exploring another culture and Faith</i>
Music		<i>Music Express – Exploring performance</i>	<i>Music Express – Exploring sounds</i>	<i>Music Express – Exploring beat</i>	<i>Music Express – Exploring pitch</i>	<i>Music Express – Exploring composition</i>	<i>Music Express – Exploring notation</i>
PE	<i>Basketball</i>	<i>Hockey</i>		<i>Swimming Badminton Rugby</i>	<i>Swimming Football Basketball</i>	<i>Athletics Football</i>	<i>Games - pupil led</i>

Year 5	Autumn			Spring		Summer	
IPC Topic	Brainwaves	Making new materials/Time Tunnel(WW2)	Making new materials/Time Tunnel (WW2)	Go with the flow	Go with the flow	The Great the Bold and the Brave	Fit for life
Maths	Number – Place Value Number – Addition and Subtraction Number – Multiplication and Division Statistics			Number - Fractions Number - Decimals Number - Percentages		Geometry- Angles Geometry- Shapes Geometry- Position and Direction Measurement- Converting Units Number- Prime Numbers Perimeter and Area Measures and Volume	
English T4W texts	<i>Text type: Where in the world – class story</i>	<i>Text type: The Tunnel</i>	<i>Text type: Friend or Foe?</i>	<i>Text type: Zelda Claw and the Rain Cat</i>	<i>Text type: The Canal</i>	<i>Text type: Alien Landing/The Sighting</i>	<i>Text type: Kassim and the Greedy Pirates Treasure</i>
English T4W Non-fiction	<i>Labels/captions</i>	<i>Instructions: Innovate: How to be prepared for an air raid.</i>	<i>Explanations: Innovate: How did World War 2 begin.</i>	<i>Persuasion text: Innovate: Advert: Move to the city of Atlantis.</i>	<i>Information text: Innovate: Glossary of river terms.</i>	<i>Recounts: Innovate: A day in life of a Victorian pauper/aristocrat</i>	<i>Discussion text: Innovate: Home School or School?</i>
Science	Skills	Materials	Forces 1	Habitats	Animals including Humans	Space	Forces 2
MFL	<i>Who am I ?</i> Using information from penfriends to revise key structures. Asking and answering questions. Using je/tu with avoir and être.	<i>Guess who.</i> Describing self and others using tu/il/elle. Applying adjectival agreement. Asking questions. Developing dictionary skills. Dealing with new language.	<i>Exchanging information.</i> Developing reading and writing skills. Creating a detailed paragraph about self for penfriend. Using context and dictionaries to work out the meaning of new language.	<i>Eating out.</i> Developing speaking skills. Asking and answering questions in context. Creating and performing role-play. Using authentic materials: how eating at the French school canteen differs to our school meals.	<i>Opinions and reasons.</i> Extending information. Using high frequency opinion verbs with manger and boire to express opinion. Using adjectives to give reasons. Strategies for dealing with new language in a familiar context (authentic text).	<i>Hobbies</i> Using regular –er verbs and faire with je/tu pronouns. Working around “ false friends”. Using car/parce que to give reasons. “Group talk” to develop confidence in speaking.	<i>Through the keyhole.</i> Using a regular –er verb (habiter). Using il y a and prepositions to describe home. Applying adjectival agreement. Creating a triarama mini book to extend written descriptions.
Computing	<i>Online safety</i>	<i>Online Safety</i>	<i>Websites</i>	<i>Audacity</i>	<i>Research</i>	<i>Data</i>	<i>Scratch/Kodu</i>
Design & Technology	Relating to the brain	Materials experimenting and testing	Designing, creating and evaluating Anderson Shelters.	Build a bridge to span a gap and support a weight	3D animal masks – IPC link	Cams Toys. Movement / mechanisms. Link to science forces	Cams Toys. Movement / mechanisms. Link to science forces
Art	Brain/body /organ sketches	Lowry Pencil lines, shading, WW2 link		Henri Rousseau painting IPC link Egyptian art. Clay		Pre-Raphaelites, William Morris,	Portraits of moving bodies.

						printing. Decoupage Victorian link	Henry Moore's sculptures
History	Of brain – what we know now	World War 2	World War 2	Non-European history – ancient civilizations. Ancient Egypt? Check with SW		The Victorians Local history / geography too.	History of medicine
Geography	Local studies	Changes of land use in UK	Impact of human activity on land.	Geog of the Nile and importance of river to Egypt.	Rivers	Local area Victorian link.	Local area studies
PSHE	<i>Community Boundaries</i>	<i>How do I behave?</i>	<i>Support Others/Global Community</i>	<i>What have I achieved</i>	<i>Puberty</i>	<i>Media Influences</i>	<i>Healthier Lifestyle/My computer and me.</i>
RE	<i>Rules, respect</i>	<i>Hinduism</i>	<i>Christianity: The Christmas Story</i>	<i>Easter</i>	<i>Christianity: The Easter Story</i>	<i>Islam</i>	<i>Islam: Exploring another culture and Faith</i>
Music		<i>Music Express – Exploring Performance</i>	<i>Music Express – Exploring listening</i>	<i>Music Express – Exploring Structure</i>	<i>Music Express – Exploring Beat</i>	<i>Music Express – Exploring Composition</i>	<i>Music Express – Exploring Performance</i>
PE	<i>Basketball</i>	<i>Badminton</i>	<i>Swimming</i>	<i>Gymnastics</i>	<i>Play Leaders</i>	<i>Rounders</i>	<i>Cricket</i>

Year 6	Autumn			Spring		Summer	
IPC Topic	Brainwaves	Time Tunnel (WW1)	Time Tunnel (WW1)	What a Wonderful World	What a Wonderful World	Fairgrounds	Fairgrounds
Maths	Number- Place Value Number- addition, Subtraction Multiplication and Division Fractions			Number- Decimals Number- Percentages Measurement Number- Algebra Number- Ratio Geometry and Statistics		Geometry- Properties of Shapes Geometry- Position and Direction Post SATs Project Work	
English T4W texts	<i>Text type: Where in the world? Class book</i>	<i>Text type: The Legend of the Green Children</i>	<i>Text type: War Horse</i>	<i>Text type: Journey to the River Sea</i>	<i>Text type: Kensuke's Kingdom</i>	<i>Text type: Too High – The Story of Icarus</i>	<i>Text type: The Caravan</i>
English T4W Non-fiction	<i>Labels/captions/information booklets</i>	<i>Instructions: Innovate: How to survive in the trenches.</i>	<i>Explanations: Innovate: How World War 1 began.</i>	<i>Persuasion Text: Innovate: Darwin Vs Religion</i>	<i>Information Text: Innovate: Reference book – Body Organs</i>	<i>Recounts: Innovate: A day at the fairground.</i>	<i>Discussion Text: Innovate:</i>
Science	Skills	Living Things and their Habitats	Reversible and Irreversible Changes	Evolution and Inheritance	Animals including Humans	Light and Sound	Electricity
MFL	<i>Myself</i> Reviewing familiar language and key structures. Practising key stage three dictation and translation skills.	<i>School.</i> <i>Developing accuracy in speaking and writing.</i> <i>Understanding and giving information about school subjects, and the school day.</i> <i>Comparing school life in France to our's.</i>	<i>Giving detailed information.</i> Developing speaking and writing to include adjectives, opinions , intensifiers and the negative. Key stage three A.C.O.I.N .	<i>At home</i> Using the pronouns je/tu/il/elle. Applying the three point rule for conjugation regular –er verbs in the present tense.	<i>Everyday life</i> Applying grammatical rules . Using je/tu/il/elle/nous/vous/ils /elles. Conjugating a whole –er verb paradigm. Using a bilingual dictionary to extend information.	<i>A question of sport.</i> Applying reading strategies to deal with longer texts and some unfamiliar language. Adapting a model to create detailed information.	<i>Transition</i> Practising key stage three skills: <i>Speaking and listening</i> : Creating a VOKI avatar; recording “ interviews” to revise key questions. <i>Writing:</i> Building short paragraphs of narrative text. A detailed diary portrait of self (description/likes/dislikes/school/hobbies). <i>Reading:</i> Strategies for longer authentic texts-Harry Potter extract.

Computing	<i>Online safety</i>	<i>Online Safety</i>	<i>Animation</i>	<i>Kodu</i>	<i>Blogs/Clouds/VLEs</i>	<i>Scratch/ICT in leisure</i>	<i>Data</i>
Design & Technology	Relating to brains – 3D models	Design a gas mask box	Clay poppies	Up-cycling project	Up-cycling project	Light box/sound machine/ sound muffler	Design a moving mechanism – ride/attraction
Art	Brain/body /organ sketches	How artists record history through art -	War artists	Up-cycling	Up-cycling	Light in art – Word art	Work of an artist reflecting light
History	Of brain – what we know now	How historical time can be ordered/recorded/measured Key events of war.	WW1	Changes in rubbish collection/recycling – human impact on land/ocean	Changes in rubbish collection/recycling – human impact on land/ocean	Local study	Local study
Geography	Local studies	History of land use during war	Relating to WW1	Regions/environments around world. Physical forces/climate change	Regions/environments around world. Physical forces/climate change	Local studies	Local study
PSHE	<i>Community Boundaries</i>	<i>How do I behave</i>	<i>Media Bias</i>	<i>What have I achieved</i>	<i>Alcohol and Tobacco</i>	<i>Growing Up</i>	<i>Learning about Money</i>
RE	<i>Rules, respect.</i>	<i>Islam</i>	<i>Christianity: The Christmas Story</i>	<i>Christianity</i>	<i>Christianity: The Easter Story</i>	<i>Buddism/ or Festivals of light</i>	<i>Buddhism: Exploring another culture and Faith</i>
Music		<i>Music Express – Exploring performances</i>	<i>Music Express – Exploring Song Cycles</i>	<i>Music Express – Exploring Street Dance</i>	<i>Music Express – Exploring Musical Performance</i>	<i>Music Express – Exploring Performance</i>	<i>Music Express – Exploring Performance</i>
PE	<i>Invasion Games: Basketball, Rugby, Badminton, Hockey</i>			<i>Invasion Games: Football, Handball</i>		<i>Striking and Fielding</i>	