

	Term 1		Term 2		Term 3		Term 4		Term 5		Term 6	
	Amazing Animals		Marvellous Mechs!		Myths and Monsters		A Whole New World		Invention & Innovation		Our Ancient Past	
	Big Question: <i>Should animals be treated the same as humans?</i>		Big Question: <i>Is technology a good thing?</i>		Big Question: <i>What makes a great story?</i>		Big Question: <i>Can rubbish be art?</i>		Big Question: <i>Can a child change the world?</i>		Big Question: <i>Where did civilization begin?</i>	
	Teaching of Reading Texts: <i>Lesser Spotted Animals</i> ~ Martin Brown		Teaching of Reading Texts: <i>Cogheart</i> ~ Peter Bunzl		Teaching of Reading Texts: <i>How to Train Your Dragon</i> ~ Cressida Cowell		Teaching of Reading Texts: <i>Flotsam</i> ~ David Wiesner		Teaching of Reading Texts: <i>Rosie Revere, Engineer</i> ~ Andrea Beaty		Teaching of Reading Texts: <i>Secrets of a Sun King</i> ~ Emma Carroll	
Year 4	English: • Non-chronological text • Persuasive	Maths: Place Value Addition & Subtraction	English: • Diary • Newspaper • Narrative (character)	Maths: Length & Perimeter Multiplication & Division	English: • Instruction • Narrative (setting) • Persuasion	Maths: Division Area Fractions	English: • Poetry • Non-Chron (Information) • Narrative	Maths: Fractions Decimals	English: • Explanation • Instruction • Narrative	Maths: Decimals Money Time	English: • Poetry • Narrative • Diary	Maths: Statistics Shape Position & Direction
	Science: Living things and their habitats	RE: L2.7 What do Hindus believe God is like? [Brahman/atman]	Science: Electricity	RE: L2.7 What do Hindus believe God is like? [Brahman/atman]	Science: Sound	RE: L2.4 What kind of world did Jesus want? [Gospel]	Science: The digestive system, teeth, and food chains	RE: L2.6 For Christians, what was the impact of Pentecost? [Kingdom of God]	Science: States of Matter	RE: L2.11 How and why do people mark the significant events of life?	Science & Computing: Data Handling & Analysis	RE: L2.12 How and why do people try to make the world a better place?
	Geography: <i>All Around the World</i> - where the countries of the world are located, and some of the ways geographers describe locations. Children will learn to locate and describe places using longitude and latitude, and find out about some of the important lines that delineate specific areas of the Earth - the Equator, the Hemispheres, the Poles and the Tropics. Finally, by looking more closely at the lines of longitude, children will develop their understanding of time zones.	DT: To design, make and evaluate a bug hotel. This can then be used alongside work on food chains and the animal kingdoms.	History: A study of a theme in British History that extends pupils chronological knowledge beyond 1066 – <i>Victorian Britain</i>	Art: To improve mastery of Art & Design techniques through drawing inspired by Victorian Britain.	History: A study of Viking raids, conquest and settlement of England. Geography: <i>We will be heading back in time to find out how the towns and cities of the UK first developed. Children will learn about the needs and requirements early settlers had when choosing a place to build a home. They will look at place names around the UK to see how the Anglo-Saxons, Romans and Vikings all left their mark.</i>	Art: To explore Viking pattern and motifs and create shields with paint as our medium.	Geography: <i>Water</i> - Children will learn about the water cycle and explore the processes of evaporation and condensation through a range of practical activities. By considering water as a finite resource, they are introduced to the ideas of conservation and consider some of the issues surrounding supplying clean drinking water to a growing global population.	Art: To improve mastery of Art & Design techniques through sculpture with rubbish/ recycled material.	Geography: <i>Building on previous learning of the water cycle we will be studying rivers and their features, with a focus on rivers local to us.</i>	DT: Developing knowledge of systems and materials in making mechanisms including use of control technology.	History: The achievements of the earliest civilisations - Egypt study.	DT: Developing knowledge of materials in making structures and techniques of working with them. Construct Tombs/ Pyramids.
	Music: Children sing in two parts maintaining a simple ostinato part and listen to other performers.	Computing: Digital Literacy – Research & Evaluation E-Safety: Privacy and security Online reputation	Music: Sing songs in tune from memory with accurate pitch, showing awareness of others' parts	Computing: Information Technology - Coding E-Safety: Online relationships Online bullying	Music: Describe different purposes of music specific to a historical period or a culture.	Computing: Create a program (a quiz informing people about the Vikings) using a block language. E-Safety: Gaming	Music: Perform simple melodic and rhythmic parts with clarity and control, showing awareness of others' parts. Perform alone and in a group, taking turns to lead the group.	Computing: Information Technology – Photography Art (based on <i>Flotsam</i>) E-Safety: Managing online information	Music: Compose music which has several layers of sound.	Computing: Use logical reasoning to detect and fix errors in programmes. E-Safety: Self-image & identity	Music: Listen to and appraise pieces of music	Computing: Information Technology – Animation E-Safety: Health, well-being and lifestyle
	MFL: Greetings, simple questions and answers, numbers		MFL: Body parts, my family, colours		MFL: Likes and dislikes. Simple negative, foods		MFL: French culture, prepositions, homes		MFL: Stories and patterns in language		MFL: Holidays	
PE: Swimming Gymnastics Football/ Rugby	PSHE: Healthy Relationships Democracy / Fairness Staying Safe Mental Wellbeing: Mindfulness	PE: Swimming Dance Basketball	PSHE: Making Choices Mental Wellbeing: Meditation	PE: Swimming Gymnastics Hockey	PSHE: Physical Health and Fitness Mental Wellbeing: Exercise	PE: Swimming Referee Tennis	PSHE: Exploring equality, diversity, and inclusion. Mental Wellbeing: Learn a new skill.	PE: Swimming Dance Cricket	PSHE: Staying Safe. Mental Wellbeing: Connect with others.	PE: Swimming OAA Athletics	PSHE: Making a contribution. Mental Wellbeing: Marvelous me!	

