

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme	Potions	Traiders and Raiders	Burps, Bottoms and Bile	Playlist	Blue Abyss	Misty Mountain Sierra
Driver	Science	History	Science	Music	Art and Design	Geography
Engage	A mysterious bottle labelled 'drink me'. Discuss what it might be and whether it would be safe. As a group, decide what to do with it...	Challenge children to make their own Viking boats. Each boat must be big enough to carry 8 men and be strong enough to fend off an attack.	Arrange for a local dentist to talk to children. Visit from school nurse.	Look at artist' work inspired by music and discuss the types of music that might have inspired them Listen to music from different genres and discuss.	Visit an aquarium	Visit Captain Cooks to experience altitude.
Text(s)	Alice in Wonderland by Lewis Carroll Harry Potter by JK Rowling	How to train your dragon by Cressida Cowell	A range of non-fiction texts	Examine a range of song lyrics. The Sound Collector (Poem) by Roger McGough	Man fish – Jaques Cousteu 20, 000 Leagues under the sea – Jules Verne	The Phantom Tollbooth / The King of the Copper Mountains
Genres	Narrative – Voyage and return. Instructions (recipe) Non fiction- linked to Science. Character profiles- alchemist or book inspiration.	Speeches Chronological reports linked to History Narrative- Viking Saga (Overcoming a monster)	Explanations Persuasive Leaflets Recount of visit to dentist.	Poetry Biography Non-Chronological Report	Persuasive writing- Looking after the sea Narrative-Quest- Saving an ocean animal (Octonauts)	Narrative – quest Recounts Non-Chronological Report Fact Files
Science	Plants Sc P4 Light Sc L4 Working Scientifically Sc W1, Sc WS5 Plant Parts and Functions Sc P1 Water transportation in Plants Sc P3	Light and dark Sources and Reflectors Shadows Sun safety Working Scientifically Sc L 1, 2, 3, 4 and 5, Sc WS1	Nutrition Sc WS 4, Sc A 1, Sc WS 8	Magnets	Food Chains Sc A1 Fossils Sc R2 Skeletal System Sc A2 Working Scientifically SC WS 4, 5, 6	Rocks Sc R 1, Sc WS 2 and 8

	States of Materials: Solids, liquids, gases ScWS2, ScWS3, ScWS7, ScWS6, ScSM1, ScSM2, ScSM1	Electricity ScWS8, ScWS3,	The Digestive system in Humans: ScWS8, ScWS3, ScWS9, ScWS8, ScWS5, ScWS2, ScWS9 Teeth (discreet unit)	Sound ScS2, ScS3, ScS5,	Habitats (discreet unit)	Materials Changing state: ScSM3, ScSM2, ScWS2, ScWS5,
History	Use historical sources to investigate what potions were used for – medicinal /magical reasons Hi6	Hi3 – Learn about Britain’s settlement by Anglo-Saxons and Scots Hi4 – Learn about the Viking and Anglo-Saxon struggle for the kingdom of England to the time of Edward the Confessor	History of dentistry, linked to engage stage		Hi6 – Study an aspect or theme in British history beyond 1066	
Geography	N/A	GESF1- Use maps, atlases, globes and digital computer mapping to locate countries and describe features. GESF2 – Use a8 points of a compass GEHP2 – Describe settlements and land use	N/A	Listen to different techniques and genres of music from different countries (Europe, N America, S America). Locate countries. GeSF1	IGeLK3 – Identify position and significance of latitude and longitude, Equator and Northern hemisphere GESF1- Use maps, atlases, globes and digital computer mapping to locate countries and describe features. GEHP2 – Describe settlements and land use	GeSF1, GeHP1, GeSF2, GePK1, 2 contrasting places – Europe & Russia/N or S America – biggest mountains Use O/S maps Rivers and the water cycle Topological features Settlement and land use
DT	Use a range of tools accurately DTM1 Choose materials appropriate for task DTM2	Design and build a Viking ship	Draw a digestive system to wear on a white apron DTM1 Model how the digestive system works DTD1	Evaluate and design new headphones DTD1 Design and make a percussion instrument to form a band DTM2	DTTK3 – Understand and use electrical systems in products (e.g. switches, buzzers and motors)	
Art	N/A	AD1 Use sketchbooks AD2 improve techniques	N/A	1.Record observations in sketch books	AD1 Use sketchbooks AD2 improve techniques (charcoal, watercolours)	3. Learn about Katsushika Hokusai’s 36 views of Mt Fuji

		1.Use sketch books to record observations, review and refine ideas 2.Draw Roman soldiers in oils and charcoal		2. Improve techniques: drawing and image-making 3. Learn about Wassily Kandinsky and Paul Klee	AD3- Find out about great artists in history	
Music	MU2 Improvise and compose music to signify Alice's changes	Play and perform a piece of battle music		Write a song, after listening to contemporary music MU1, MU3, MU5, MU6 Use a range of percussion instruments		
ICT	Switched On – We are co-authors <i>This unit will enable the children to:</i> - understand the conventions for collaborative online work, particularly in wikis - be aware of their responsibilities when editing other people's work - become familiar with Wikipedia, including potential problems associated with its use - practise research skills write for a target audience using a wiki tool - develop collaboration skills - develop proofreading skills.	Switched On – We are software developers <i>This unit will enable the children to:</i> - develop an educational computer game using selection and repetition - understand and use variables - start to debug computer programs - recognise the importance of user interface design, including consideration of input and output.	Switched On – We are toy designers <i>This unit will enable the children to:</i> - design and make an on-screen prototype of a computer-controlled toy understand different forms of input and output (such as sensors, switches, motors, lights and speakers) - design, write and debug the control and monitoring program for their toy.	Switched On – We are musicians <i>This unit will enable the children to:</i> - use one or more programs to edit music create and develop a musical composition, refining their ideas through reflection and discussion - develop collaboration skills develop an awareness of how their composition can enhance work in other media.	Switched On – We are HTML editors <i>This unit will enable the children to:</i> - develop an educational computer game using selection and repetition - understand and use variables - start to debug computer programs - recognise the importance of user interface design, Including consideration of input and output.	Switched On – We are meteorologists <i>This unit will enable the children to:</i> - understand different measurement techniques for weather, both analogue and digital - use computer-based data logging to automate the recording of some weather data - use spreadsheets to create charts - analyse data, explore inconsistencies in data and make predictions practise using presentation software and, optionally, video.
PE	Competitive games Cricket	Invasion games Athletics	Gymnastics Circuits	Dance Badminton	Athletics Swimming	Orienteering Netball
RE	Beliefs and Questions: Islam	Teachings and Authority: Islam	Symbols and Expression: Islam	Religion and the Individual: Islam	Worship, Pilgrimage and Sacred Places: Islam	Inspirational People: Muhammad
MFL			French		French	French
PSHE	Drugs	Anti-bullying day.		SRE		ESafety
Curriculum for Life	Mad Hatter's tea party (link with Alice in Wonderland). Visit care home with cakes.	Christmas box Tie shoelaces	Focus on self-care Local walk	Look at music from different countries Visit fire station	Go to the theatre	Wider world experience - Climb Captain Cook's Monument