

Cycle A			Cycle B			
3/4	Stone Age	Natural Disaster	Local Area contrasting with a European Country	Romans	Farm to Fork	Mountains
Visits Science	<p>Sound - Physics</p> <ul style="list-style-type: none"> • Sound as vibrations • Electricity: simple circuits & conductors 	<p>Chemistry</p> <ul style="list-style-type: none"> • Classification of rock types • Simple understanding of fossilisation 	<p>Physics</p> <ul style="list-style-type: none"> • Sources of light; shadows & reflections • Simple forces, including magnetism 	<p>States of matter Chemistry</p> <ul style="list-style-type: none"> • Changes of state • The water cycle 	<p>Living things and habitats Biology</p> <ul style="list-style-type: none"> • Classify living things 	<p>Teeth and eating Plants and animals Biology</p> <ul style="list-style-type: none"> • Plants, incl. parts, lifecycle and requirements for life • Animals: skeletons & nutrition • Digestive system & teeth • Food chains
Geo		<ul style="list-style-type: none"> • Locate world's countries, focussing on Europe & Americas focus on key physical & human features • Study a region of the UK (not local area) • Use 8 points of compass, symbols & keys • Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc. • Use fieldwork to observe, measure & record 	<ul style="list-style-type: none"> • Locate world's countries, focussing on Europe & Americas focus on key physical & human features • Study a region of the UK (not local area) • Use 8 points of compass, symbols & keys • Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc. • Use fieldwork to observe, measure & record 			<ul style="list-style-type: none"> • Locate world's countries, focussing on Europe & Americas focus on key physical & human features • Study a region of the UK (not local area) • Use 8 points of compass, symbols & keys • Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc. • Use fieldwork to observe, measure & record
Hist	<p>British History (taught chronologically) Stone Age to Iron Age Britain, including:</p> <ul style="list-style-type: none"> • <i>hunter-gatherers and early farmers</i> • Bronze age religion, technology & travel • Iron age hill forts 		<p>Broader History Study A local history study, e.g.</p> <ul style="list-style-type: none"> • A depth study linked to a studied period • A study over a period of time • <i>A post-1066 study of relevant local history</i> 	<p>British History taught chronologically)</p> <ul style="list-style-type: none"> • Roman Empire & impact on Britain: • Julius Caesar's attempted invasion • <i>Roman Empire & successful invasion</i> • British resistance, e.g. Boudicca 	<p>Broader History Study Earliest ancient civilisations, i.e.</p> <ul style="list-style-type: none"> • Ancient Sumer; • Indus Valley; • Ancient Egypt; or • Shang Dynasty of Ancient China 	

				<ul style="list-style-type: none"> Romanisation of Britain 		
DT	Structures/Containers Designing and making assignments using a range of materials, including electrical and mechanical components, Focused Practical Tasks that develop a range of techniques, skills, processes and knowledge Money Boxes Desk Tidy Light House Torch	Textiles (Use of patterns and templates) Investigating and evaluating a range of familiar products, thinking about how they work, how they are used and the views of people who use them. Eg. Adapt a ready-made article eg put on a pocket. Make a pillow/cushion out of a jumper. Waistcoat, peg bag, mobile phone case. Aprons		Mechanisms Alarming Vehicles Pneumatic toys – using balloons	Food Making Ginger biscuits Making a class advent Super Salads Dips and Dippers	
Art	Drawing Improve mastery of techniques such as drawing, painting and sculpture with varied materials Use sketchbooks to collect, record and evaluate ideas <input type="checkbox"/> Learn about great artists, architects & designers Look at the cave art	Painting	Textiles	Collage Improve mastery of techniques such as drawing, painting and sculpture with varied materials Use sketchbooks to collect, record and evaluate ideas <input type="checkbox"/> Learn about great artists, architects & designers Roman Mosaic art – create one out of paper collage.	Printing – create prints from a variety of natural objects including plants.	3d – pottery/model-making
Music	<ul style="list-style-type: none"> Use voice & instruments with increasing accuracy, control and expression Improvise & compose music Listen with attention to detail Appreciate wide range of live & recorded music Begin to develop understanding of 		Listen to music of famous English composer and a piece of music from the land studied.	<ul style="list-style-type: none"> Use voice & instruments with increasing accuracy, control and expression Improvise & compose music Listen with attention to detail Appreciate wide range of live & recorded music Begin to develop understanding of history 		Peer Gynt – Grieg: Hall of the mountain King – all about trolls living in mountains? Animals: Carnival of the Animals

	history			Entry of the Gladiators		
MFL	<ul style="list-style-type: none"> • Listen & engage • Ask & answer questions • Speak in sentences using familiar vocabulary • Develop appropriate pronunciation • Show understanding of words & phrases • Appreciate stories, songs, poems & rhymes • Broaden vocabulary 			<ul style="list-style-type: none"> • Listen & engage • Ask & answer questions • Speak in sentences using familiar vocabulary • Develop appropriate pronunciation • Show understanding of words & phrases • Appreciate stories, songs, poems & rhymes • Broaden vocabulary 		
RE-	Refer to separate Curriculum map					
Computing	<ul style="list-style-type: none"> • Design & write programs to achieve specific goals, including solving problems • Use logical reasoning • Understand computer networks • Use internet safely and appropriately • Collect and present data appropriately 			<ul style="list-style-type: none"> • Design & write programs to achieve specific goals, including solving problems • Use logical reasoning • Understand computer networks • Use internet safely and appropriately • Collect and present data appropriately 		
PE	<p>Games/Dance</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games, modified as appropriate • Develop flexibility & control in gym, dance & athletics • Compare performances to achieve personal bests • <i>Swimming proficiency at 25m (KS1 or KS2)</i> 	Games and Gym	Games/Athletics	<p>Games/Dance</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games, modified as appropriate • Develop flexibility & control in gym, dance & athletics • Compare performances to achieve personal bests • <input type="checkbox"/> <i>Swimming proficiency at 25m (KS1 or KS2)</i> 	Games and Gym	Games/Athletics

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