

St Martin's CE (Aided) Primary School

School Curriculum

Tier 2: Long Term Planning

Years 4, 5 and 6 Cycle 3

Please be aware that these plans are constantly reviewed and adapted to meet the needs of the children with the school.

Autumn 1: Go With The Flow Hook: Outcome:

	1	2	3	4	5	6		
	Inspiration: Rivers			Inspiration: Traditional Literature				
English		non-fiction texts including v		Reading: The Wind in the Willows				
	Writing	: an information text about th	ne rivers	Writing	g: to entertain in the style of a	an author		
Maths		A1			B2			
Science	Frictio	Forces (Yr 5) on including air and water res	istance		States of Matter (Yr 4) Solids, liquids and gases			
R.E.			Understanding Christianity People of God					
Geography	Rivers Identify rivers on a range of maps		vers eatures			Rivers Water cycle		
History								
Computing	Computer Agreement	-	Literacy	Digital Literacy				
- I 8	1 0	Internet	research	Databases on different rivers				
Art and Design				Sculpture Use art techniques to decorate bridge made in DT Design a Ch		Design a Christmas card		
D.T.			Knowledge	Structure Design, make and evaluate a 3D framework				
Music		How to strengthen, stiffen and reinforce materials Design, make and evaluate a 3D framework Rivers Structure, Timbre and Dynamics						
P.E.		Dance: Creative Dance (inspired by rivers) Games: Invasion Games (rugby and football) – use principles of REAL PE						
P.S.H.C.E	Class Charter Relationships Respecting All							
French	General Greetings 1 Bonjoir / Rigolo 2 Salut Gustave							
Visits/Visitors								
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Autumn 2: Arabian Nights Hook: Outcome:

	1	2	3	4	5	6	
		Inspiration: Poetry		Inspiration: House of Wisdom			
English	Writing	nge of poems that use metaph poems that use metaphor an performing a poem they have	d simile	Reading: House of Wisdom Writing: a range of purposes and audiences inspired by the text			
Maths		C1		D1			
Science		Light (Yr 3)			Light (Yr 6)		
R.E.					Living Difference Interpretation		
Geography							
History				c Civilisations ght in the dark			
Computing		er Studies nitor light (link to science)		Digital Literacy Powerpoint presentations on Early Islamic Civilisations E-Safety Downloading files			
Art and Design	Printing Islamic inspired patterns						
D.T.							
Music		World Music Workshop Asia Texture and Structure					
P.E.	Gymnastics: Floor work Games: Net and Wall Games (tennis and badminton) – use principles of REAL PE						
P.S.H.C.E	Health and Wellbeing Healthy Lifestyles (including drug education)						
French	Birthdays Rigolo 1 Mon Anniversaire						
Visits/Visitors							

Spring 1: Home, Sweet Biome Hook: Outcome:

	1	2	3	4	5	6	
	Inspiration	n: The White Giraffe by Laure	en St. John	Inspiration: Saving The Earth			
English		The White Giraffe by Lauren a range of text types based on		Reading: a range texts relating to protecting the environment Writing: to persuade people			
Maths		A2			B2		
Science			Living Things and The	eir Environment (Yr 4)			
R.E.	Living Difference Protection						
Geography	Location Knowledge Identify longitude, latitude, etc. on a world map	Describe and understand key aspects of different biomes	e	orth or South America A Region in a North or South America I geography Human geography			
History							
Computing				Literacy simulation programme			
Art and Design							
D.T.	Technical Knowledge Cooking How recipes can be adapted Design, make and evaluate a snack using ingre					ients from a biome	
Music	River's Journey Pitch and Structure						
P.E.	Gymnastics: Apparatus work Games: Invasion Games (netball and basketball) – use principles of REAL PE						
P.S.H.C.E	Wider World Global Issues						
French	Animals Rigolo 1 Les Animaux						
Visits/Visitors							

Years 4, 5 and 6 – Cycle 3

Spring 2: Warriors From Across The Water Hook: Outcome:

	1	2	3	4	5	6		
		Inspiration: News Reports						
English		ling: a range of newspaper re newspaper report of a Vikin		Balance Arguments				
Maths	C2			D2				
Science								
R.E.				Living Difference Resurrection				
Geography								
History		Vikings and the Anglo-Saxons struggle for the Kingdom of England to the time of Edward the Confessor						
Computing	E-Sa	Email E-Safety Using e-mail			Digital Literacy Using art packages to produce pictures			
Art and Design	Ar	tex		D	rawing			
D.T.		Technical Knowledge Sewing skills Design, m			Sewing nake and evaluate a flag for a Viking boat			
Music		Anglo-Saxons Duration, Dynamics and Tempo						
Р.Е.		Dance: Creative Dance (inspired by invasions) Games: Net and Wall Games (tennis) – use principles of REAL PE						
P.S.H.C.E		Health and Wellbeing Keeping Safe (including online)						
French								
Visits/Visitors			Rigolo 1 Quelle Heure est il?					

Summer 1: Electricity Hook: Outcome:

	1	2	3	4	5	6		
				Inspirations: Famous Scientists and Inventors				
English		Explanations			Reading: a range of biographies and autobiographies Writing: biography (link to science)			
Maths		A3		B3 Yr 6 SATs				
Science		Electricity (Yr 4)			Electricity (Yr 6)			
R.E.			Understanding Christianity Kingdom of God: Pentecost					
Geography	Renewable En	nergy Sources						
History								
Computing		Computer Studies Giving instructions on Scratch						
Art and Design			Pair	nting				
D.T.		Knowledge l systems	Design,		cal Systems rical system which can be prog	grammed		
Music		Song Writing Pitch and Structure						
Р.Е.		Games: Striking and Fielding (rounders and cricket) – use principles of REAL PE Games: Athletic Activities– use principles of REAL PE						
P.S.H.C.E	Wider World The Future							
French	Transport Rigolo 2 Les Transports							
Visits/Visitors								

Summer 2: Heroes Hook: Outcome:

	1	2	3	4	5	6		
	Inspiration: Comic Superheroes			Inspiration: Superheroes				
English		nd for a Superhero, other adve ted story as a narrative from a entertain		Reading: a range of recounts including diaries Writing: to recount events from a different point of view i.e. the villain				
Maths	C3				D3			
Science			Animals inclu	iding Humans				
R.E.	R	Living Difference itual - Ramadan and Eid-ul-F	ïtr					
Geography								
History								
Computing	Digital Literacy Animations			Digital Literacy Using spreadsheets to calculate				
Art and Design	Sculpture Clay							
D.T.								
Music			End of Year Pitch and	Performance 1 Texture				
P.E.	Games: Striking and Fielding (rounders and cricket) – use principles of REAL PE Games: Athletic Activities – use principles of REAL PE			Sports Day	Games: Striking and Fieldi use principles Games: Athletic Activities P	of REAL PE – use principles of REAL		
P.S.H.C.E	Relationships Yr 4 Positive Relationships Year 5 and 6 Sex and Relationships Education			Achievements this year (child view for report)	Looking forward to next year (concerns and expectations)	Targets for next year		
French	Different Sports Rigolo 2 Le Sport							
Visits/Visitors				Year 6 Think Safe Year 5 Taster Days	Year 6 Transition Days			