KS2Yr A	Term 1 The Land that Time	Term 2 Romans - Ego	Term 3
	forgot (Stone Age to Iron Age)	Romanus Sum	Mexico/Rainforest
Art <u>On-going</u> - develop techniques with creativity, experimentation & an increasing awareness of different kinds of art	Cave painting (charcoal) Chalk hills Stonehenge silhouette NC: - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint and clay).	Mosaics Coil pots NC: - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint and clay).	Rousseau Animal paintings Still-life observational nature sketches NC: - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint and clay).
D & T <u>Ongoing</u> - creative &	Healthy and varied diet - food tech	Complex structures - Roman villas as Take Home task Aqueducts - Design, Make, Evaluate,	 To learn about great artists, architects and designers in history. To use sketchbooks to record their observations and use them to review and revisit ideas. Bean bag tree frog D & M part of rainforest for class display
practical activities to support d & M tasks	NC: - Select from and use a wide range of materials and components, including ingredients , according to their functional properties and aesthetic qualities.	Technical knowledge objectives NC: <u>Design</u> - To use research and develop design criteria to inform the design of innovative, functional, appealing	NC: <u>Design</u> - To use research and develop design criteria to inform the

 products that are fit for purpose and aimed at particular individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. <u>Make</u> Select from, and use, a wider range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and finishing), accurately. Select from, and use, a wider range of materials and components, including construction materials, according to their functional properties and aesthetic qualities. <u>Evaluate:</u> Investigate and analyse a range of existing products. Evaluate their ideas and products against 	 design of innovative, functional, appealing products that are fit for purpose and aimed at particular individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross- sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design. Select from, and use, a wider range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and
- Investigate and analyse a range of existing	to perform practical tasks

			functional properties and aesthetic qualities. <u>Evaluate</u> : - Investigate and analyse a range of existing products. - Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
<mark>Geography</mark>	Human Geography Types of settlement & land use – natural resources incl food, energy, minerals & water	Place knowledge: UK Locational Knowledge – world countries, maps focus on Europe (Roman Empire) Geographical skills & Fieldwork maps, atlases, globes	Locational knowledge: Europe and America - significance of equator, Tropics of cancer & Capricorn etc Place knowledge: geographical similarities and difference, Human geography: fieldwork, compass work
	NC: -Name and locate key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time. - Describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.	NC: - Use maps, atlases, globes and digital/computer mapping to locate counties and describe features studied. - Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, The Tropics of Cancer and Capricorn, the Prime/Greenwich Meridian and time zones (including day and night).	NC: - Use maps, atlases, globes and digital/computer mapping to locate counties and describe features studied. - Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, The Tropics of Cancer and Capricorn, the

		- Describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.	Prime/Greenwich Meridian and time zones (including day and night). - Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world. -Describe and understand key aspects of biomes and vegetation belts, and the water cycle.
History	Changes in Britain from the Stone Age to Iron age Neolithic hunter-gatherers Bronze age religion technology & travel Iron Age hill forts, farming	Roman Empire & its impact on Britain Local history Study - St Albans	
	NC: - To learn about changes in Britain from the Stone Age to the Iron Age	NC: - To learn about the Roman Empire and its impact on Britain - To learn about a local history study.	
ICT	Key skills, E safety 3.4 Finding out how the school network works (We are Network Engineers) 4.4 Editing and writing html (We are HTML Editors)	3.5 Collaborating by email and teleconference, (We are Communicators) 4.5 Producing a wiki (We are Co-authors)	 3.6 Creating a survey (We are Opinion Pollsters) 4.6 Analysing the results, recording and analysing weather data (We are Meteorologists)

Music	Mamma Mia (Charanga – Year 4 Autumn 1) Christmas production	Sing On & performance (every other week) Music theory - musical terminology and notation (every other week)	Blown away recorder (Charanga – Instruments – Blown away recorder book 1) Lean on me (Charanga – Year 4 Spring 2)		
PE	Champions Scheme	Champions Scheme	Champions Scheme		
	3.1 Multi skills	3.6 Fitness Frenzy Roman Dances x 3	3.6 Active Athletics 3.2 Might Movers (Running)		
	3.5 Throwing + Catching 3.5 Cool Core Strength Gymnastics with Hannah	<u>https://www.bbc.co.uk/programmes/p0</u> <u>2hy58</u>	<u>3.1 Boot Camp</u>		
		3.3 Skip to the Beat 3.4 Brilliant Ball Skills	Prep for sports day		
PSCHE	Family and Friends MMR11 FF34 Anti-bullying (1 week) MMR12 AB 34	Healthy Lifestyles HSL14 HL34 Drug Education HSL15 DE34	Working Together Cit6 WT34 Financial Capability (1 week) EW2 FC34		
		Beginning and Belonging MMR9 BB34 Covered at beginning of year during settling in week Managing Risk HSL11 MR34 Covered during the year through class assemblies, circle time and when individual classes need			
RE	Unit 1: Where, how and why do people worship? (2018-2023 syllabus) Unit 2: Why do some people think that life is like	Unit 3: What is the 'Trinity' and why is it important for Christians? (God/Incarnation) ? (2018-2023	Unit 5: Why do Christians call the day Jesus died 'Good Friday'? (<i>Salvation</i>) (2018-2023 syllabus)		
	journey? How and why do some people mark the significant events of life? (2018-2023 syllabus)	Unit 4: What kind of world did Jesus want? (Gospel) (2018-2023 syllabus)	Unit 6: How do festivals and family life show what matters to Jewish people?		

			(God/Torah/the People) (2018-2023 syllabus)
MFL (French)	Wakefield scheme	Wakefield scheme	Wakefield scheme
Science <u>On-going</u> Gather, record, classify, present data, record findings, present findings using evidence to support these	 <u>Animals, including humans (Y3 N.C)</u> Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat. Identify that humans and some other animals have skeletons and muscles for support, protection and movement. <u>Animals, including humans (Y4 N.C)</u> Describe the simple functions of the basic parts of the digestive system in humans Identify the different types of teeth in humans and their simple functions Construct and interpret a variety of food chains, identifying producers, predators and prey. 	 Electricity (Y4 N.C) Identify common appliances that run on electricity Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit Recognise some common conductors and insulators, 	 Plants (V3 N.C) Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant Investigate the way in which water is transported within plants Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.

	 Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties Describe in simple terms how fossils are formed when things that have lived are trapped within rock Recognise that soils are made from rocks and organic matter 	and associate metals with being good conductors.	 Living things and their habitats (Year 4 N.C) Recognise that living things can be grouped in a variety of ways Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment Recognise that environments can change and that this can sometimes pose dangers to living things.
Science week/STEAM opps	Animals, inc humans skeletons, muscles, digestion Teeth	States of matter Materials & changing states Identify differences & similarities or changes related to ideas or processes	Evolution
Texts	Stig of the Dump Stone Age Boy	Roman Quest	Journey to the Riversea - Eva Ibbotson
Visits/Visitors	Den building Faith Tour	Roman soldier Verulanium (St Albans) Roman feast in school.	Forest of Marston Vale (free) Kew Gardens?
Comments			