

Term						
BV - Identify	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
British Values						
Theme	What makes	Did we used to	Were Vikings	What did the	Skellig: is it a bird	Why were
Question	you unique?	be apes?	viscious or	Windrush	or mythical	the Mayans
•	you unique:	be apes:			•	_
			victorious?	scandal teach us?	creature?	magnificient?
Hooks:	A unique talent show	Evolution and	Viking dress up and role	World book day	Gorse Hall Picnic	Anderton Centre trip
Trips/	Black History month	Inheritance Workshop	play a Viking siege	Science week activities		ADVENTURE
•	World Space Week	Anti-Bullying Week	E Safety Week	Visit to local secondary-		Transition Workshop
Visitors			Safe Squad Workshop	Rayner High School		
			Fire Brigade: CPR session	Interrnation Women in		
				Science Day		
				Mental Health Week		
Texts	<u>Fiction</u>	Non-fiction	<u>Fiction</u>	<u>Fiction</u>	<u>Fiction</u>	<u>Fiction</u>
	Wonder	All about evolution by	Viking Boy	The Arrival	Skellig	The Hero Twins:
	Can you see me?	Robert Winston	Non-fiction	The Windrush Child	<u>Poetry</u>	against the lords of
	<u>Poetry</u>	Endangered animals	Newspapers from History:		The Malfeasance- monster	death.
	Pie Corbett	<u>Poetry</u>	The Anglo-Saxon Times		poetry	
		The listeners- narrative				
0 (	Diantonta	poetry	Nousnanara	Ctorios about a journa.	Cuananca narrativas	Myths/legends
Genre focus	Diary entry Balanced argument	Biography Adventure narrative	Newspapers	Stories about a journey Formal Letter to MP	Suspense narratives Instuctions	Persuasive letter
	Stories from another's	Cross-curricular	Viking sagas Cross-curricular	Historical recount	Haiku poetry	Cross-curricular
	perspective	Balanced arguments	Explantions	Cross-curricular	Cross-curricular	Information leaflets
	Cross-curricular	Dalanced alguments	Biography	Newspaper report	Non-chronological report	miorination leanets
	Persuasive advert for new		σιοβιαριίγ	Persuasive letter	Descriptions	
	wife for Henry VII			i cisaasive iettei	20011700113	
Significant	Black history- Rosa Parks	(Scientists)	Leif Erikson	Sam Beaver King	David Almond	Famous Ancient
Significant	Libby Scott	(22.2)	Ragnar Lothbrok	Floella Benjamin	Andy Warhol	Mayans
People	Banksy			Shaun Tan	Piet Mondrian	
	Keith Haring					



Maths	Number: place Value Number: four number operations	Number: calculations Number: fractions- add and subtract	Number: fractions- multiply and divide Number: ratio Number : algebra	Number: decimals Number: decimals, fractions and percentages	SATS- reasoning and arithmetic consolidation Measurement: area, perimeter and volume	Preparations for KS3- real life problems: White Rose Bakery White Rose Futures
Science	Light and shadow - know how light travels - know and demonstrate how we see objects - know why shadows have the same shape as the object that casts them - know how simple optical instruments work e.g. periscope, telescope, binoculars, mirror, magnifying glass etc.	Evolution and inheritance - know how the Earth and living things have changed over time - know how fossils can be used to find out about the past - know about reproduction and offspring (recognising that offspring normally vary and are not identical to their parents) - know how animals and plants are adapted to suit their environment - link adaptation over time to evolution	Animals, including humans - identify and name the main parts of the human circulatory system - know the function of the heart, blood vessels and blood - know the impact of diet, exercise, drugs and lifestyle on health - know the ways in which nutrients and water are transported in animals, including humans	Working scientifically - focus on AT1 objectives - scientific vocabulary Linked to British Science Week Y6 Science fair for KS1 and KS2	Living things and their habitats - classify living things into broad groups according to observable characteristics and based on similarities and differences - know how living things have been classified - give reasons for classifying plants and animals in a specific way	Electricity - compare and give reasons for why components work and do not work in a circuit - draw circuit diagrams using correct symbols - know how the number and voltage of cells in a circuit links to the brightness of a lamp or the volume of a buzzer
Famous scientists	Isaac Newton	Charles Darwin Alfred Russell Wallace	William Harvey Marie Curie		Carl Linnaeus Alexander Flemming	Alessandro Volta Thomas Edison William kamkwamba



History	Theme in history: The changing power of the Monarchs -know about a theme in British history which extends beyond 1066 - know how to place historical events and people from the past societies and periods in a chronological framework - know how Britain has had a major influence on the world		Vikings/Anglo-Saxons - know where the Vikings originated from and show this on a map - know that the Vikings and Anglo-Saxons were often in conflict - know why the Vikings frequently won battles with the Anglo-Saxons			Ancient Maya - know about the impact of the Mayan civilization - know why they were considered an advanced society in relation to that period of time in Europe
Geography		Geographical skills: use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied Use the eight points of a compass, four and sixfigure grid references, symbols and key to build their knowledge of the United Kingdom and the wider world		Human and physical: identify types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water - know why industrial areas and ports are important - know main human and physical differences between developed and third world countries BV- democracy	Human and physical: locate some of the world's deserts Locational knowledge: identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones	



Computing Esafe	Computer systems and	Data and information- spreadsheets - organise data into columns and format data to support calculations - apply formulas that include a range of cells,	Progranming: variables in games - learn what variables are, and relate them to real-world examples of values that can be set and changed. Pupils will then	Creating media- 3D modelling - develop knowledge and understanding of using a computer to produce 3D models - familiarise themselves	Programming- 2Code - To understand how 2Code can be used to make a text- based adventure game on Purple Mash	<u>creating media-</u> <u>webpage creation</u> - design a micro: bit- based step counter -take part in the BBC micro: bit Summer Project- 'Playground
	someone if feeling uncomfortable - learn about the World Wide Web as a communication tool	and apply formulas to multiple cells by duplicating them - use spreadsheets and create graphs and charts, and evaluate their results in comparison to questions asked.  INTERNET SAFETY DAY	use variables to create a simulation of a scoreboard.	with working in a 3D space, including combining 3D objects to make a house and examining the differences between working digitally with 2D and 3D graphics.		Survey'
P.S.H.E o	Relationships Families and friendships	Relationships Safe relationships Respecting ourseves and others BV- Individual liberty and Rule of law	Living in the wider world Belonging to a community Money and Work (BV- mutual respect)	Philosophy For Children-Building Resilience to Extremism through Enquiry (BREE) BV- Tolerance-different faiths and beliefs BV- Mutual respect	Health and wellbeing Keeping safe BV- Rule of law	Health and wellbeing Physical health and mental wellbeing Growing and changing Transition to secondary school BV- Mutual respect
Mu	Chiranga: Happy	Chiranga: Classroom Jazz	Chiranga: Rock- Don't stop believing	Chiranga: Developing melodic phrases	Sing up: Race	Sing up: Exploring identity thrpugh song End of year performance



Art and Design	Famous artists: street art - understand what a specific artist is trying to achieve in any given situation - understand why art can be very abstract and what message the artist is trying to convey			Observational art- Shaun Tan artwork - use a full range of pencils, charcoal or pastels when creating a piece of observational art	Screen printing - know how to overprint to create different patterns	
Design and		Make a board game Design a product - use	Make a pop-up adventure book about the Vikings	Computing- design a pencil pot using modelling		<u>Develop a three-</u> course meal
Technology		research and develop	Mechanical systems-	software		Cooking and
		design criteria to inform	explore levers, spacers,	(Use 3D modelling		nutrition- use a range
		the design of an innovative, functional,	sliders, layers.  Design and create a pop-	software)		of cooking techniques and
		appealing products that	up book using different			explore how food is
		is fit for purpose	components			sourced
P.E.	Team building and	Games: hockey skills	Healthy Body, Healthy	Games: cricket	Gymnastics	Dance through
	problem solving		Mind			the ages
		Games- basketball			Games: rounders	Games: athletics
	Games: tag rugby			Games: volleyball	James Robinson	James Robinson
					Foundation: rugby	Foundation: rugby
MFL					Touridation. Tugby	rugby
WILL	Polish greetings, wellbeing questions, numbers to 20	Clothing and colours	Food and drink	Sports and activities	Weather	Seasons Likes/dislikes



R.E.	Living strand	<u>Living strand</u>	Expressing Strand	Believing strand
	What difference does it	What matters most to	What can be done to reduce racism? Can religion help?	What does religion say to us when life gets hard?
	make to believe in	Christians and	BV- Tolerance-different faiths and beliefs	BV- Individual liberty
	Ahimsa (harmlessness-	Humanists?	BV- Mutual respect	
	Hindu), Grace (Christian)	BV- Individual liberty		
	and Ummah (Community-			
	Muslim)?			
	BV- Mutual respect			