



Term	Maths	English (Reading and writing) texts	Science	History	Geog	Art	DT	World Views / RE	Computing	Music	PE	RSHE
Autumn	Unit 1: Place value within 10,000,000 (8 lessons) Unit 2: Four operations (1) (8 lessons) Unit 3: Four operations (2) (12 lessons) Unit 4: Fractions (1) (9 lessons) Unit 5: Fractions (2) (9 lessons) Unit 6: Imperial and metric (5 lessons)	The Arrival - Shaun Tan Leila and the Blue fox - Tom de Freston Fly me home - Polly-Ho Hen On the move - Michael Rosen Beetle boy - MG Leonard Can we save the tiger? - Martin Jenkins The tiger rising - Kate DiCamillo	Module 1 Living things and their habitats -describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals - give reasons for classifying plants and animals based on specific characteristics. Module 2 Animals Including Humans -identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood -recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function -describe the ways in which nutrients and water are transported within animals, including humans.	Module 1 The Tudors Identify the Tudor Period and key events. Tudor family tree Tudor Monarchs and Henry's break with the Catholic Church Research Tudor life - focus on entertainment and exploration.	Module 2 North America Understand Latitude and Longitude. Describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts of North America	Module 1 Keeping it real Painting - colour palette dark, warm colours Realist style - colours and tones. Emotion - realism (Sophie Munns)	Module 2 Food and nutrition	Module 1 Hindus - how do Hindus see Brahman? Module 2 Sikhs - What does Khalsa mean to Sikhs?	Module 1 Communication and collaboration To identify how to use a search engine To describe how search engines select results To explain how search results are ranked To recognise why the order of results is important, and to whom To recognise how we communicate using technology To evaluate different methods of online communication Module 2 3D modelling - To use a computer to create and manipulate three-dimensional (3D) digital objects To compare working digitally with 2D and 3D graphics To construct a digital 3D model of a physical object To identify that physical objects can be broken down into a collection of 3D shapes To design a digital model by combining 3D objects To develop and improve a digital 3D model	Unit 1 Hey Mr Miller Unit 2 Shadows Unit 3 Composing for protest <i>Improvise and compose</i> <i>Listen and appraise</i> <i>Sing and play</i>	Invasion Games - Football / Dodgeball / Hockey / Fitness -use running, jumping, throwing and catching in isolation and in combination -play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending	Module 1 Being me in my world Module 2 Celebrating difference
Spring	Unit 7: Ratio and proportion (9 lessons) Unit 8: Algebra (11 lessons) Unit 9: Decimals (9 lessons) Unit 10: Percentages (8 lessons) Unit 11: Measure - perimeter, area and volume (11 lessons)	The Invention of Hugo Cabret - Brian Selznick The last bear - Hannah Gold Boy in the Tower - Polly Ho-Hen The Little Match girl strikes back - Lauren Child The Wolves of Willoughby Chase - Joan Aiken The Explorer - Katherine Rundell	Module 3 Light -recognise that light appears to travel in straight lines -use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye -explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes -use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them Module 4 Electricity -associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit -compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches -use recognised symbols when representing a simple circuit in a diagram.	Module 3 The Victorians Focus on Innovation and Industry, linked to Industrial Revolution. Exploration and Empire. Possible comparison with Tudor exploration. RSHE link with the idea of Empire and ruling over countries/people.	Module 4 Ice Biome and Taiga Biome	Module 3 Futurism Umberto Boccioni - Artist Drawings/Sketches of portraits Technique - pointillism Range of materials in one sculpture Multiple perspectives - Abstract	Module 4 Frame structures	Module 3 Pilgrimage - Why are people still drawn to ancient places? Module 4 The church - has there always been diversity?	Module 3 Variables in games To define a 'variable' as something that is changeable To explain why a variable is used in a program To choose how to improve a game by using variables To design a project that builds on a given example To use my design to create a project To evaluate my project Module 4 Spreadsheets To identify questions which can be answered using data To explain that objects can be described using data To explain that formula can be used to produce calculated data To apply formulas to data, including duplicating To create a spreadsheet to plan an event To choose suitable ways to present data	Unit 4 Dona Nobis Unit 5 You to me are everything Unit 6 Twinkle Variations <i>Improvise and compose</i> <i>Listen and appraise</i> <i>Sing and play</i>	Dance / Gymnastics / Badminton / Tennis develop flexibility, strength, technique, control and balance perform dances using a range of movement patterns compare their performances with previous ones and demonstrate improvement to achieve their personal best.	Module 3 Dreams and goals Module 4 Healthy me
Summer	Unit 12: Statistics (11 lessons) Unit 13: Geometry - properties of shape (12 lessons) Unit 14: Position and		Module 5 Evolution and Inheritance -recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago	Module 5 Ancient civilisation- Ancient Greece	Module 6 8 points of a compass Grid references Symbols and keys Local Fieldwork/Map work - link to Ordnance Survey	Module 5 The art of anatomy Albrecht Durer - Artist Printing/carving technique Ink - dabbing and rolling Expressive detail Brushes	Module 6 Electronic motors	Module 5 Ethics - How do we decide what is good? Module 6 Worldviews - How is our country and	Module 5 Web page creation To review an existing website and consider its structure To plan the features of a web page To consider the ownership and use of images (copyright) To recognise the need to preview pages To outline the need for a navigation path To recognise the implications of linking to content owned by other people	Unit 7 Race! Unit 8 Exploring identity through song Unit 9 Ame sau vala tara bal <i>Improvise and compose</i> <i>Listen and appraise</i> <i>Sing and play</i>	Striking and fielding Games - Cricket / Rounders Athletics x 2 Use running, jumping, throwing and catching in isolation and in combination -play competitive games, modified where appropriate, and apply basic	Module 5 Relationships



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	direction (5 lessons)		-recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents -identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.					community changing?	Module 6 Sensing To create a program to run on a controllable device To explain that selection can control the flow of a program To update a variable with a user input To use an conditional statement to compare a variable to a value To design a project that uses inputs and outputs on a controllable device To develop a program to use inputs and outputs on a controllable device		principles suitable for attacking and defending	Module 6 Changing me
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