

Irlam Endowed Statutory Requirements Theme Plan

Year LR

	1 (6 ½)	2 (7 ½)	3 (6)	4 (5)	5 (6)	6 (6 ½)
Theme	There is No Place Like Home	Great Fire of London	The lady with the lamp	Local History Irlam Past and Present	Kampong Ayer	Seaside
Literacy SPAG	Wind in the Willows classic text	Instructions	Non chronological reports	Stories with patterned language	Stories from other cultures	Stories from other cultures
Text Poetry		Calligrams		Rhyming poetry		
Maths	Number: Place value Addition and subtraction	Measurement: length and mass Graphs Multiplication and division	Measurement: money Geometry: Properties of shape	Number: fractions	Measurement: Time Capacity, Volume and Temperature	Post SATs Project Work
Science	Habitats	Materials	Animals including humans		Plants (Home and Away)	
Art (ARTIST)	E H Shepard Painting	Collage	Materials	Drawing - L.S Lowry	Printing	Textiles
D and T	Food	Structures	Mechanisms	Structures	Food	Mechanisms
History		Significant events - Great Fire of London	Significant people - Florence Nightingale	Significant local history - Railways		
Geography	Why don't penguins need to fly?	Where does food come from?			How does the geography of Kampong Ayer compare?	Why do we love being beside the sea side?
Music		Use voice expressively and creatively by singing songs and speaking chants and rhymes.	Play tuned and untuned instruments musically.	Experiment with, create, select and combine sounds using the inter-related dimensions of music.	Use voice expressively and creatively by singing songs and speaking chants and rhymes.	Listen with concentration and understanding to a range of high-quality live and recorded music.
ICT	Recognise common uses of information technology beyond school.	Use technology purposefully to create, organise, store, manipulate and	Use logical reasoning to predict the behaviour of simple programs. Create simple	Debug simple programs by using logical reasoning to predict the actions instructed by		

	Use technology safely and keep personal information private.	retrieve digital content. Use technology purposefully to create digital content comparing the benefits of different programs.	programs. Create and debug simple programs.	the code. Understand that programs execute by following precise and unambiguous instructions.		
PSHEC B. Values	Set goals Safe at school Sharing opinions Democracy/ Rule of law	How people change How your behaviour affects others Individual liberty	Safe at home Household products/medicines are dangerous Individual liberty	Managing feelings How to improve Asking questions Respect roles of those who help us	How people are similar and different Fair and unfair Mutual respect	Examples of cooperation Mutual respect
RE	Who is a Christian and what do they believe?	What makes some places sacred?	How and why do we celebrate special and sacred times?	What does it mean to belong to a faith community?		
PE	Physical Literacy Games	Dance/ Netwall Games	Physical Literacy Gymnastics	Netwall Games/ Invasion Games	Athletics	Physical Literacy Games
Eco			Health curriculum	Local/Buildings curriculum	Global/Water curriculum	
Unique Experiences	Theatre trip	Fire Brigade visit / Tesco trip	Museum	Lowry Trip Irlam Railway Station	Chat Moss Garden centre	Trip to Southport