



St Martin's CE (Aided) Primary School

School Curriculum

Tier 2: Long Term Planning

Years 4, 5 and 6

Cycle 2

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

Years 4, 5 and 6 – Cycle 2

Autumn 1: Ancient Civilisations

Hook: fact files on different ancient civilisations

Outcome: ancient civilisation meal

	1	2	3	4	5	6
English	Inspiration: Ancient Civilisations			Inspiration: Topical/Ethical Issues (e.g. sexism)		
	Reading: a range of recounts including diary entries/history texts Writing: recounts including diary entries (in the voice of a member of an ancient civilisation) S and L: role play based on the writing			Reading: Writing: to persuade and to inform (balanced arguments) S and L: class debates		
Maths	A1			B1		
Science	Properties and Changes of Materials (Yr 5) Group and compare materials		Properties and Changes of Materials (Yr 5) Mixing and separating materials		Properties and Changes of Materials (Yr 5) Reversible and permanent changes	
R.E.			Understanding Christianity Gospel: What Would Jesus Do?			
Geography						
History	Ancient Civilisations Overview of Ancient Civilisations including Egyptians, Indus, Suma and Shang and an in-depth study on one - Egypt					
Computing	Computer Agreement	Computer Studies Giving instructions on Scratch				
Art and Design						Design a Christmas card
D.T.	Technical Knowledge How recipes can be adapted		Cooking Design, make and evaluate food using ingredients available in ancient civilisations			
Music	Ancient Civilisations Dynamics, Tempo and Structure					
P.E.	Dance: Creative Dance (inspired by ancient civilisations) Games: Invasion Games (rugby and football) – use principles of REAL PE					
P.S.H.C.E	Class Charter	Health and Wellbeing Keeping Safe (including online)				
French	General Greetings 1 Bonjour / Rigolo 2 Salut Gustave					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 2

Autumn 2: Mythical Creatures

Hook: pictures of mythical creatures

Outcome: textile mythical creature

	1	2	3	4	5	6
English	Inspiration: Dragons			Inspiration: Mythical Creatures		
	Reading: a range of short stories ad myths/legends Writing: a narrative to entertain focusing on setting, characters and plot (short stories to make a book) S and L: read their story to a parent			Reading: a range of descriptions Writing: descriptions of mythical creatures, explanations of how to look after mythical creatures		
Maths	C1			D1		
Science	Living Things and Their Habitats (Yr 5)					
R.E.				Living Difference Holy – Mary		
Geography						
History						
Computing	Digital Literacy Powerpoint presentations on mythical creatures E-Safety Downloading files			Digital Literacy Using art packages to produce pictures		
Art and Design				Clay		
D.T.	Technical Knowledge Sewing skills		Sewing Design, make and evaluate a 3D textile mythical creature			
Music	Fantastical Beasts Pitch and Structure					
P.E.	Gymnastics: Floor work Games: Net and Wall Games (badminton) – use principles of REAL PE					
P.S.H.C.E	Health and Wellbeing Healthy Lifestyles (including drug education)					
French	School Life Rigolo 1 En Classe / Rigolo 2 A L'cole					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 2

Spring 1: Welcome to Wales

Hook: pictures of Wales

Outcome: email to Welsh school

	1	2	3	4	5	6
English	Inspiration: Wales			Inspiration: Wales		
	Reading: travel brochures Writing: a range of texts to persuade			Reading: a range of letters Writing: a letter to find out information		
Maths	A2			B2		
Science						
R.E.	Living Difference Devotion: Hindu Worship					
Geography	Wales Use of maps, globes and atlases to identify Wales		Wales Physical geography		Wales Human geography	
History	Stone Age			Iron Age		
Computing	Digital Literacy Web based simulations sites linked to travel				Email E-Safety Using e-mail	
Art and Design	Great Artists Kyffin Williams			Collage Design and make a collage inspired by the work of Kyffin Williams		
D.T.						
Music	Singing Pitch and Tempo					
P.E.	Gymnastics: Apparatus work Games: Invasion Games (netball and basketball) – use principles of REAL PE					
P.S.H.C.E	Wider World Other Communities (link with a school in Wales)					
French	Describing People Rigolo 1 Encore!					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 2

Spring 2: Natural Resources

Hook: art of Andy Goldsworthy

Outcome: sculpture

	1	2	3	4	5	6
English	Inspiration: Natural Resources			Inspiration: Saving The Earth		
	Reading: a range of non-fiction texts including websites about the natural resources Writing: an information text about the natural resources			Narrative		
Maths	C2			D2		
Science						
R.E.				Understanding Christianity Salvation		
Geography	Natural Resources Impact on physical geography			Natural Resources Impact on human geography		
History						
Computing	Digital Literacy Using spreadsheets to calculate					
Art and Design	Artex		Great Artists Andy Goldsworthy		Sculpture based on Andy Goldsworthy	
D.T.						
Music	Funky Fives Duration and Timbre					
P.E.	Dance: Creative Dance (inspired by natural resources) Games: Net and Wall Games (tennis) – use principles of REAL PE					
P.S.H.C.E	Wider World Money					
French	Food Rigolo 1 On Mange / Rigolo 2 La Nourriture					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 2

Summer 1: Electricity

Hook: a range of items that use electricity to work

Outcome: electrical DT project

	1	2	3	4	5	6
English	Inspiration: News Reports			Inspirations: Famous scientists and inventors		
	Reading: a range of newspaper reports Writing: a newspaper report informing of new invention			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.		Living Difference Good and Evil - Diwali				
Geography	Renewable Energy Sources					
History						
Computing	Digital Literacy Animations				Computer Studies Using data loggers to monitor sound	
Art and Design	Painting					
D.T.	Technical Knowledge Electrical systems		Electrical Systems Design, make and evaluate an electrical system which can be programmed			
Music	Song Writing Pitch and Texture					
P.E.	Games: Striking and Fielding (cricket) – use principles of REAL PE Games: Athletic Activities – use principles of REAL PE					
P.S.H.C.E	Relationships Protected Characteristics and Discrimination					
French	Clothing Rigolo 2 Les Vetements					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 2

Summer 2: Who's In Charge?

Hook: images from a range of wars

Outcome: war silhouettes

	1	2	3	4	5	6
English	Inspiration: World War 2			Inspiration: World War 2		
	Reading: stories with a historical (WW2) setting Writing: narrative with a historical setting (or flashbacks)			Reading: poetry from World war 2 Writing: poetry with imagery		
Maths	C3			D3		
Science	Animals including Humans					
R.E.	Understanding Christianity Kingdom of God - What Kind of King is Jesus?					
Geography						
History	Changes in War WW1		Changes in War WW2		Changes in War Modern conflict	
Computing	Digital Literacy Internet research		Digital Literacy Databases on different wars			
Art and Design	Drawing Silhouettes of War					
D.T.	Technical Knowledge How to strengthen, stiffen and reinforce materials		Structure Design, make and evaluate a 3D framework			
Music	End of Year Performance Pitch and Texture					
P.E.	Games: Striking and Fielding (rounders) – use principles of REAL PE Games: Athletic Activities – use principles of REAL PE			Sports Day	Games: Striking and Fielding (rounders) – use principles of REAL PE Games: Athletic Activities – use principles of REAL PE	
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	Holidays Rigolo 2 En Vacances					
Visits/Visitors				Year 6 Think Safe Year 5 Taster Days	Year 6 Transition Days	