



# **St Martin's CE (Aided) Primary School**

## **School Curriculum**

### **Tier 2: Long Term Planning**

**Years 4, 5 and 6**

**Cycle 1**

**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 1**

**Autumn 1: Active Planet**

**Hook:** film of natural disasters

**Outcome:** erupting volcanoes

	1	2	3	4	5	6
<b>English</b>	Inspiration: Earthquakes and Volcanoes			Inspiration: Earthquakes and Volcanoes		
	Reading: explanation texts Writing: explanations as information texts about volcanoes, earthquakes, the rock cycle (deadly 360 style)			Reading: poetry about forces of nature Writing: poetry including personification of volcanoes		
<b>Maths</b>	A1			B1		
<b>Science</b>	Rocks (Yr 3) Fossils		Rocks (Yr 3) Soil		Evolution and Inheritance (Yr 6)	
<b>R.E.</b>				Understanding Christianity Creation		
<b>Geography</b>	Volcanoes and Earthquakes Map work		Volcanoes and Earthquakes Physical geography		Volcanoes and Earthquakes Human geography	
<b>History</b>						
<b>Computing</b>	Computer Agreement	Digital Literacy Powerpoint Presentations on Active Earth E-Safety Downloading Files				
<b>Art and Design</b>		Sculpture Volcanoes (which erupts)				Design Christmas card
<b>D.T.</b>						
<b>Music</b>	Volcanoes and Earthquakes Dynamics and Tempo					
<b>P.E.</b>	Dance: Creative Dance (inspired by volcanoes) Games: Invasion Games (rugby and football) – use principles of REAL PE					
<b>P.S.H.C.E</b>	Class Charter	Wider World Global Issues				
<b>French</b>	General Greetings 1 Bonjour / Rigolo 2 Salut Gustave					
<b>Visits/Visitors</b>						

**Years 4, 5 and 6 – Cycle 1**

**Autumn 2: What Did The Romans Ever Do For Us?**

**Hook:** John Cleese sketch

**Outcome:** Roman catapults

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>English</b>	Inspiration: Myths			Inspiration: News Reports		
	Reading: a range of myths Writing: a Roman myth to entertain			Reading: a range of newspaper reports Writing: a Roman newspaper report		
<b>Maths</b>	C1			D1		
<b>Science</b>	Animals including humans				Working scientifically: what features affect catapult trajectory?	
<b>R.E.</b>				Understanding Christianity Incarnation (upper KS2 unit)		
<b>Geography</b>	Use of maps, globes and atlases to identify the Roman Empire					
<b>History</b>	Celts	The Roman Empire and its impact on Britain			Britain's settlement by Anglo-Saxons and Scots	
<b>Computing</b>	Computer Studies Giving instructions on Scratch					
<b>Art and Design</b>						
<b>D.T.</b>	Technical Knowledge Mechanical systems		Mechanical Systems Design, make and evaluate a Roman catapult			
<b>Music</b>	Roman Marches Structure and Timbre					
<b>P.E.</b>	Gymnastics: Floor work Games: Net and Wall Games (badminton) – use principles of REAL PE					
<b>P.S.H.C.E</b>	Health and Wellbeing Keeping Safe (including online)					
<b>French</b>	My Family Rigolo 1 La Famille					
<b>Visits/Visitors</b>						

**Years 4, 5 and 6 – Cycle 1**

**Spring 1: Down Mexico Way**

**Hook:** clip of Mexican parade

**Outcome:** Mexican food

	1	2	3	4	5	6
<b>English</b>	Inspiration: Other Cultures			Inspiration: The Maya		
	Reading: a range of short stories from other cultures Writing: a narrative set in another culture to entertain focussing on setting, characters and plot S and L: drama based on stories read			Reading: a range of non-fiction texts including websites about The Maya Writing: an information text about The Maya		
<b>Maths</b>	A2			B2		
<b>Science</b>						
<b>R.E.</b>	Living Difference Good and Evil: Holi					
<b>Geography</b>	Using maps and atlas to locate Mexico					
<b>History</b>	Non European Society The Maya					
<b>Computing</b>	Digital Literacy Internet research		Digital Literacy Databases on different countries in South America			
<b>Art and Design</b>		Famous Artists Mayan Art		Painting		
<b>D.T.</b>		Technical Knowledge Cooking techniques		Design, make and evaluate a Mexican dish		
<b>Music</b>	South American Music Dynamics, Tempo and Structure					
<b>P.E.</b>	Dance: salsa, samba, rumba and other Latin American steps Games: Invasion Games (netball and basketball) – use principles of REAL PE					
<b>P.S.H.C.E</b>	Health and Wellbeing Healthy Lifestyles (including drug education)					
<b>French</b>	Directions Rigolo 1 Ou vas-tu / Rigolo 2 En Ville					
<b>Visits/Visitors</b>						

## Years 4, 5 and 6 – Cycle 1

### Spring 2: Space Explorers

**Hook:** the first moon landing footage

**Outcome:** lunar landscapes

	1	2	3	4	5	6
<b>English</b>	Inspiration: space			Inspiration: Clip of Journey through the Solar System		
	Reading: science fiction narrative Writing: narrative with a sci-fi setting			Reading: Book by John Agard Writing: to recount events from the view of the moon		
<b>Maths</b>	C2			D2		
<b>Science</b>	Year 5 Earth and space Movement of Earth and other planets		Year 5 Earth and space Movement of moons		Year 5 Earth and Space Day and night	
<b>R.E.</b>				Living Difference Ritual		
<b>Geography</b>						
<b>History</b>						
<b>Computing</b>	Digital Literacy Using art packages to produce space pictures				Email E-Safety: Using e-mail	
<b>Art and Design</b>	Drawing Lunar landscapes					
<b>D.T.</b>						
<b>Music</b>	Amazing Machines Pitch and Duration					
<b>P.E.</b>	Gymnastics: Apparatus work Games: Net and Wall Games (tennis) – use principles of REAL PE					
<b>P.S.H.C.E</b>	Wider World The World of Work					
<b>French</b>	A Typical Day Rigolo 2 Ma Journee					
<b>Visits/Visitors</b>						

**Years 4, 5 and 6 – Cycle 1**

**Summer 1: Alpine Adventures**

**Hook:** pictures of the Alps

**Outcome:** travel brochures

	1	2	3	4	5	6
<b>English</b>	Inspiration: Life in Alpine Cultures			Inspiration: The Alps		
	Reading: a range of narratives set in the mountains (including Flat Stanley) Writing: a chapter of a narrative to entertain focussing on setting, characters and plot S and L: drama based on stories read			Reading: a range of travel guides and leaflets Writing: to persuade people to visit the Alps		
<b>Maths</b>	A3			B3 Yr 6 SATs		
<b>Science</b>	Living Things and Their Habitats (Year 6)					
<b>R.E.</b>	Understanding Christianity God					
<b>Geography</b>	A region in a European County: Alps Identify geographical features of the Alps and the UK on a range of maps		A region in a European County: Alps Physical geography including comparison to the UK		A region in a European County: Alps Human geography including comparison to the UK	
<b>History</b>						
<b>Computing</b>	Digital Literacy Using spreadsheets to calculate			Digital Literacy Simulation programme		
<b>Art and Design</b>			Sewing			
<b>D.T.</b>						
<b>Music</b>	World Music Workshop – Europe Pitch and Texture					
<b>P.E.</b>	Games: Striking and Fielding (rounders and cricket) – use principles of REAL PE Games: Athletic Activities – use principles of REAL PE					
<b>P.S.H.C.E</b>	Relationships Challenging Stereotypes					
<b>French</b>	My House Rigolo 2 Chez Moi					
<b>Visits/Visitors</b>		Buster Ancient Farm				

**Years 4, 5 and 6 – Cycle 1**

**Summer 2: What’s That Noise?**

**Hook:** range of inventions

**Outcome:** burglar alarms

	1	2	3	4	5	6
<b>English</b>	Inspiration: sound inventors of the past e.g. Alexander Bell			Inspiration: Traditional Literature		
	Reading: a range of biographies and autobiographies of past inventors Writing: biography			Reading: The Midnight Fox Writing: for a range of audiences and purposes linked to The Midnight Fox including to recount (letter in role/diary), to describe (poem), to explain (balanced argument), to persuade (letter) and to inform (newspaper)		
<b>Maths</b>	C3			D3		
<b>Science</b>	Sound (Yr 4)					
<b>R.E.</b>	Living Difference The Hindu Way of Life - Ahimsa					
<b>Geography</b>						
<b>History</b>						
<b>Computing</b>	Animations				Computer Studies Using data loggers to monitor sound	
<b>Art and Design</b>						
<b>D.T.</b>	Technical Knowledge Electrical systems		Electrical Systems Design, make and evaluate a burglar alarm			
<b>Music</b>	End of Year Performance Pitch and Texture					
<b>P.E.</b>	Games: Striking and Fielding (rounders and cricket) – use principles of REAL PE Games: Athletic Activities – use principles of REAL PE			Sports Day	Games: Striking and Fielding (rounders and cricket) – use principles of REAL PE Games: Athletic Activities – use principles of REAL PE	
<b>P.S.H.C.E</b>	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
<b>French</b>	Parts of the body Rigolo 1 Mon Corps					
<b>Visits/Visitors</b>				Year 6 Think Safe Year 5 Taster Days	Year 6 Transition Days	