



St Martin's CE (Aided) Primary School

School Curriculum

Tier 2: Long Term Planning

Years 4, 5 and 6

Cycle 3

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 3

Autumn 1: Go With The Flow

Hook: pictures of rivers around the world

Outcome: river study

	1	2	3	4	5	6
English	Inspiration: Rivers			Inspiration: Traditional Literature		
	Reading: a range of non-fiction texts including websites about rivers Writing: an explanation texts about the water cycle/rivers			Reading: The Wind in the Willows Writing: to entertain in the style of an author		
Maths	A1			B2		
Science	States of Matter (Yr 4) Solids, liquids and gases					
R.E.		Understanding Christianity People of God				
Geography	Rivers Identify rivers on a range of maps	Rivers Key features		Rivers Field work		Rivers Water cycle
History						
Computing	Computer Agreement	Digital Literacy Internet research		Digital Literacy Databases on different rivers		
Art and Design	Painting Water landscapes					Design a Christmas card
D.T.						
Music	Rivers Structure, Timbre and Dynamics					
P.E.	Dance: Creative Dance (inspired by rivers) Games: Invasion Games (rugby and football) – use principles of REAL PE					
P.S.H.C.E	Class Charter	Relationships Respecting All				
French	General Greetings 1 Bonjour / Rigolo 2 Salut Gustave					
Visits/Visitors				River Study		

Years 4, 5 and 6 – Cycle 3

Autumn 2: It's All Greek To Me

Hook: Greek music

Outcome: Greek mythical creature

	1	2	3	4	5	6
English	Inspiration: Ancient Greeks			Inspiration: Myths		
	Reading: a range of non-fiction texts including websites about the Ancient Greeks Writing: an information text about the Ancient Greeks			Reading: a range of myths Writing: a Greek myth to entertain		
Maths	C1			D1		
Science	Forces (Yr 5) Gravity		Forces (Yr 5) Gears, pulleys, levers and springs			
R.E.				Living Difference Interpretation		
Geography						
History	Ancient Greeks Life and achievements		Ancient Greeks Legacy of Greek culture			
Computing	Digital Literacy Powerpoint presentations E-Safety Downloading files				Email E-Safety Using e-mail	
Art and Design	Sculpture Greek pots					
D.T.						
Music	Greek Tragedy Dynamics, Tempo and Structure					
P.E.	Gymnastics: Floor work Games: Net and Wall Games (tennis and badminton) – use principles of REAL PE					
P.S.H.C.E	Health and Wellbeing Healthy Lifestyles (including drug education)					
French	Birthdays Rigolo 1 Mon Anniversaire					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 3

Spring 1: Home, Sweet Home

Hook: pictures of the rainforest

Outcome: balanced arguments about the future

	1	2	3	4	5	6
English	Inspiration: Who lives in a house like this?			Inspiration: Saving The Earth		
	Reading: a range of narratives containing descriptions of different homes (e.g. The Hobbit, Harry Potter etc.). Writing: a chapter of a narrative to entertain focussing on settings requiring description of homes S and L: drama based on stories read			Reading: a range texts relating to protecting the environment Writing: balanced arguments		
Maths	A2			B2		
Science	Living Things and Their Environment (Yr 4)					
R.E.	Living Difference Ummah: Community					
Geography	Location Knowledge Identify longitude, latitude, etc. on a world map	Describe and understand key aspects of different biomes	A Region in a North or South America Physical geography		A Region in a North or South America Human geography	
History						
Computing	Digital Literacy The Crystal Rainforest simulation programme					
Art and Design						
D.T.	Technical Knowledge How recipes can be adapted			Cooking Design, make and evaluate a snack using ingredients from a biome		
Music	Carnival of the Animals Pitch and Structure					
P.E.	Gymnastics: Apparatus work Games: Invasion Games (netball and basketball) – use principles of REAL PE					
P.S.H.C.E	Wider World Global Issues					
French	Animals Rigolo 1 Les Animaux					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 3

Spring 2: Raiders Across The Sea

Hook: first person recount of a Viking raid

Outcome: adventure stories

	1	2	3	4	5	6
English	Inspiration: The Vikings			Inspiration: adventure stories		
	Reading: a range of recounts including diary entries Writing: recounts including diary entries			Reading: adventure stories Writing: the opening of an adventure story focusing on creating suspense		
Maths	C2			D2		
Science	Forces (Yr 5) Friction including air and water resistance					
R.E.				Understanding Christianity Resurrection		
Geography						
History	Vikings and the Anglo-Saxons struggle for the Kingdom of England to the time of Edward the Confessor					
Computing	Computer Studies Giving instructions on Scratch					
Art and Design	Artex					
D.T.	Technical Knowledge Mechanical systems	Mechanical Systems Design, make and evaluate a Viking Longboat				
Music	Anglo-Saxons Duration, Dynamics and Tempo					
P.E.	Dance: Creative Dance Games: Net and Wall Games (tennis) – use principles of REAL PE					
P.S.H.C.E	Health and Wellbeing Keeping Safe (including online)					
French	Telling the Time Rigolo 1 Quelle Heure est il?					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 3

Summer 1: Lighting It Up

Hook: light pictures

Outcome: bedside light

	1	2	3	4	5	6
English	Inspiration: News Reports			Inspiration: Poetry		
	Reading: biographies Writing: biography about Thomas Edison			Reading: a range of poems that use metaphor and simile Writing: poems that use metaphor and simile S and L: performing a poem they have written		
Maths	A3			B3 Yr 6 SATs		
Science	Light (Yr 3)			Light (Yr 6)		
R.E.		Living Difference Ritual - Ramadan and Eid-ul-Fitr				
Geography						
History						
Computing	Computer Studies Using data loggers to monitor light (link to science)		Digital Literacy Using art packages to produce pictures			
Art and Design				Printing		
D.T.	Technical Knowledge Electrical systems		Electrical Systems Design, make and evaluate a bedside lamp			
Music	Song Writing Pitch and Structure					
P.E.	Games: Striking and Fielding (rounders and cricket) – use principles of REAL PE Games: Athletic Activities– use principles of REAL PE					
P.S.H.C.E	Wider World The Future					
French	Transport Rigolo 2 Les Transports					
Visits/Visitors						

Years 4, 5 and 6 – Cycle 3

Summer 2: Heroes

Hook: a range of comics

Outcome: DT super hero

	1	2	3	4	5	6
English	Inspiration: Comic Superheroes			Inspiration: The Storm Theodore Roethke - 1908-1963		
	Reading: Send for a Superhero, other adventure stories Writing: retell an illustrated story as a narrative from a different point of view to entertain			Reading: range of poetry using onomatopoeia Writing: poetry reflecting natural phenomena (e.g rain) and using onomatopoeia		
Maths	C3			D3		
Science	Animals including humans					
R.E.	Understanding Christianity Kingdom of God: Pentecost					
Geography						
History						
Computing	Digital Literacy Animations			Digital Literacy Using spreadsheets to calculate		
Art and Design	Drawing Drawing people			Clay Clay people		
D.T.	Technical Knowledge Sewing skills		Sewing Design, make and evaluate a 3D textile super hero			
Music	End of Year Performance Pitch and Texture					
P.E.	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	
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	Different Sports Rigolo 2 Le Sport					
Visits/Visitors				Year 6 Think Safe Year 5 Taster Days	Year 6 Transition Days	