

Year 3/4 Topic Map 2016/17



	Topic	Coverage	Visits/Visitors	Imagination Station
Autumn	'UG'	History: Prehistory: The Stone Age to The Iron Age Science: Rocks / Living Things and their Habitats (Variation, classification, environmental changes) Art and Design: Clay and Charcoals	Visited Flag Fen: 'Dig it' Palaeontologist Visit	Round House Writing opportunities: Use labels and captions to describe a Round. House Stories set in a historical settings. Flag Fen recounts. Information on prehistorical beast.
Spring	Raiders and Traders	History: The Vikings 'Raiders and Traders'. Science: Forces and Magnets / Light Computing: working towards achieving our 'Bronze' level Accreditation in Competence for E-Safety (ACE). Art and Design: Chalks and pastels with shadowing techniques. Designing, making and evaluating a 3D model.		Viking Long Boat Writing opportunities: Writing a Viking news report and leaflets Explanation of Viking runes and working out codes.
Summer	H2O	Physical Geography including the water cycle and rivers Field work Geography Science: States of Matter / Plants (hydroponic growing systems)	Grafham Water	Inside a Fish Tank Research what plants would be inside the tank. Underwater adventure story.

Year 5/6 Topic Map 2016/17



	Topic	Coverage	Visits/Visitors	Imagination Station
Autumn 1 Autumn 2	Off With Their Heads	<p><u>History</u>: Monarchs - track monarchs through history</p> <p><u>DT</u>: Design and use fabric paint - Bayeux tapestry</p> <p><u>Art</u>: Colour mixing - portraits of monarchs (propaganda e.g. Henry V111 and Anne of Cleeves).</p> <p><u>Science</u>: Autumn 1 - Forces Autumn 2 - Properties and changes of materials</p> <p><u>Geography</u>: Locate counties, countries and regions (linking to History)</p> <p><u>English</u>: Narrative (fantasy and mystery), letters of complaint, poetry, biography (William the Conqueror), instructions.</p> <p><u>ICT</u>: Programming (Scratch software)</p>	N/A	<p>Execution zone - axe, stocks, straw bundles.</p> <p><u>Writing opportunities</u>: Norman setting descriptions Instructions - how to be a good monarch. Letter to a monarch Acrostic poetry</p>
Spring 1 Spring 2	Wonderful World	<p><u>Geography</u>: Natural disasters, weather/ climate and biomes, rivers</p> <p><u>Science</u>: Autumn 1: Living Things and their Habitats/ Evolution and Inheritance Autumn 2: Light/ Electricity</p> <p><u>English</u>: Non-chronological report about a volcano/tsunami etc., explanation text - water cycle, newspaper (recount) - natural disaster, persuasion.</p> <p><u>ICT</u>: Search technologies and E-Safety</p>	Woburn Safari Park - linking with Science and topic: animals and habitats	<p>Exploding volcano - post cards, cross section of a volcano.</p> <p><u>Writing opportunities</u>: Weather poetry Cross section and label diagrams Explanation - volcano Synonyms and antonyms - vocabulary builder for weather etc.</p>
Summer 1 Summer 2	Adventure to Athens	<p><u>History</u>: Ancient Greeks</p> <p><u>Geography</u>: Greece study - human and physical characteristics, comparing Ancient Greece to modern Greece, persuasive leaflets (tourism in Greece)</p> <p><u>Art/DT</u>: Design and make Ancient Greek urns (sculpture) / Greek Food</p> <p><u>English</u>: Instructions (build a Greek Temple), balanced argument - Athens or Sparta, letters (from Ancient Greek soldier), Spartan poetry, myths and legends (stories)</p> <p><u>Science</u>: Autumn 1 - Earth and Space (Galileo) Autumn 2 - Animals including humans (focus: human body)</p> <p><u>ICT</u>: Using and evaluating a variety of software - presenting and collating information</p>	History Off The Page - Ancient Greek Day	<p>Ancient Greek battle scene - Trojan horse</p> <p><u>Writing opportunities</u>: Menu from Ancient Greece Mythical story. Retell a story from a different perspective. Persuasion - to live in Athens or Sparta</p>