

Year 1 Autumn Term

Inspire Unit Titles

Who am I ?

Throughout this unit, children will have the opportunity to express their individuality, explore their identity, develop their talents and understand their place in both their immediate and the wider world. Key Questions that will be explored include: Who Am I? Where did my name come from? What am I like? What am I good at? What is special about me and where I live

The Big Build

In this unit pupils will explore how we use materials to change the world around us.

Science

Exploring the materials used to make structures. Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials. Describe the simple physical properties of everyday materials. Compare and group everyday materials.

Maths (Autumn, Spring, Summer)

Number — count to/across 100. Count in 1s, 2s, 5s and 10s. Identify one more and one less. Read and write numbers to 20 in words and numerals. Use objects and pictures to present numbers. Use language of comparison. Use +, - and = signs. Know number bonds to 20. Add and subtract numbers 0 to 20. Solve one step problems. Recognise and use $\frac{1}{2}$ and $\frac{1}{4}$.
Measurement — Compare, describe, measure, record and solve problems for lengths, weights, capacities/volumes and times. Recognise coins and notes. Sequence events chronologically. Use language relating to dates. Tell the time to the hour and half-hour
Geometry—Recognise and name 2D and 3D shapes. Describe position and movement including $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{3}{4}$ turns.

Design Technology

Investigate frame structures. Make a structure and investigate hinges.

Design a jelly for Christmas party that is purposeful and functional. Pupils select from a range of tools. Pupils survey range of flavours and interview school cook (links to English).

Geography

Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features. Devise a simple map including symbols and use and construct basic symbols in a key.

English Writing

Writing Genre

Poetry - 'Who am I?'
Recipe - 'How to Make A Jelly' (cross curricular DT)
Narrative - 'Three little Pigs'

Labelling and captions (Buildings theme) - sequencing/ordering images and captions
Instructional text - 'How to Build a House for a Pig'

English (Autumn, Spring and Summer)

Writing—Transcription. Spell words containing each of the 40+ phonemes, common exception words and days of the week. Name the letters of the alphabet. Add prefixes and suffixes. Write from memory simple sentence dictated by the teacher.

Writing—Handwriting. When handwriting, pupils begin to form lower-case letters, form capital letters and form digits 0-9.

Writing—Composition. Pupils should write sentences by saying out loud what they are going to write about. Compose a sentence orally before writing it. Sequence sentences to form short narratives. Re-read what has been written for sense. Read aloud their writing clearly enough to be heard by teachers and other pupils.

Writing— Vocabulary , grammar and punctuation. Pupils will be taught to leave spaces between words, join words and clauses using 'and'. Begin to punctuate sentences using a capital letter , full stop question mark or exclamation mark. Use a capital letter for names of people, places, the days of week and the personal pronoun 'I'.

Reading—Word Reading. Apply phonic knowledge and skills as the route to decode words. Respond speedily with the correct sound to graphemes for all 40+ phonemes. Read accurately by blending sounds in unfamiliar words . Read common exception words. Read aloud accurately that are consistent with their developing phonic knowledge, re-read these books to build up fluency and confidence in word reading.

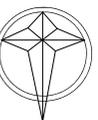
Reading—Comprehension. Develop pleasure in reading, motivation to read, vocabulary and understanding. Take part in discussions about what is read to them. Explain clearly their understanding of what is read to them. Explain clearly their understanding of what is read to them.

Art and Design

Pupils design and make a personalised name plate for their desk and make a collage that reflects personal interests.

Study of native American wolf masks. Design and make abstract wolf masks from cards Relate to the 'Three Little Pigs'.

Explore theme of celebration through John Dyer. Paint firework celebration.



Year 1 Autumn Term

Music

Pupils learn playground rhymes and chants and compose a playground rhyme. They learn to use voices expressively. Create and select sounds to combine.
Pupils learn the songs for the Christmas and Harvest Celebration.

RE

Exploring God— Awareness of God. Talking to God. God as Father and God as Lawgiver. Harvest Celebration.

Sacraments—Baptism. Visit to Church. Marriage

Exploring Jesus— Annunciation/ Advent/Birth.

Pupils prepare for the Christmas and Harvest Celebrations.

History

Significant historical events. Changes within pupils living memory. Pupils learn to write a recount using example of a recount from a key community figure (the local Rector)

Physical Education

During the year, pupils take part in gymnastics, swimming* (Year 3 & 5) games, athletics and dance (linked to our Inspire topics). For some of these activities we source external coaching including Plymouth Argyle Community Sports, Zero Gravity, The Phoenix Leisure Centre, Tennis Mad and Chance to Shine (Cricket). We also teach the pupils PE skills development and skills progression through our 'Real PE/ FUNS' and LCP scheme of work. An overview of our PE curriculum can be seen on our PE document.
** In the summer term 'Top Up' Swimming is offered to Year 5 and 6 for those pupils who can't swim 25 metres.*

Computing

Pupils learn to program instructions for a Robot (Beebots).

Pupils use the Computer drawing programme 'Revelation Natural Art' to create a self portrait.

Pupils learn about E-safety



Year 2 Autumn Term

Inspire Unit Titles

What I Need to be Me?
Pupils will learn about how they can keep fit and healthy and make the right choices. Pupils will find out about exercise and food that will help them grow and keep well.

Flying High
In this unit, pupils will explore man's fascination with flight. They will learn about the Wright Brothers and the invention of powered flight and how aeroplane's have changed people's lives. They will also think magical flying creatures including Father Christmas' flying reindeer.

Computing

Create a multimedia book about plants animals or flight. Revelation natural art to create firework pictures. To count (data handling) the number of mini-beasts found.

Art and Design

Pupils learn to develop a wide range of art and design techniques using colour, pattern, texture, line, shape form and space.

Pupils take part in Christmas Craft Day.

English

Writing Genre
Recount—School trip to the Leisure Centre
Menu and invitations—School Cafe
Instructional text—How to make a smoothie

Poetry/Recipes—A Flying Spell
Letter Writing—Father Christmas
Explanation—Christmas celebrations around the world.

English (Autumn, Spring and Summer)

Writing—Transcription.

Pupils will be taught to spell by segmenting spoken words into phonemes and representing these by graphemes. Learn new ways of spelling phonemes for which one or more spelling are already known. Learn to spell common exception words. Learn to spell words with more contracted forms. Learn the possessive apostrophe (singular). Distinguish between homophones and near homophones. Add suffixes to spell longer words including -ment, -ness, -ful,, -less, -ly. Write from memory simple sentences dictated by the teacher.

Writing— Handwriting.

Pupils will be taught to form lower case letters of correct size, start using some of the diagonal and horizontal strokes needed to join letters. Write capital letters and digits of the correct size and sue spacing between words that reflect the size of the letters.

Writing—Composition.

Pupils will be taught to develop positive attitudes towards stamina for writing by writing narratives, writing about real events, writing poetry, writing for different purposes. Pupils will consider what they are going to write before beginning by planning or saying out loud what they are going to write about. Writing down ideas and key words including new vocabulary. Pupils will make simple additions, revisions and corrections to their own writing. Read aloud what they have written with appropriate intonation to make meaning clear.

Writing—Vocabulary, grammar and punctuation.

Pupils will learn how to use both familiar and new punctuation correctly. Learn how to use sentences with different forms. Expand noun phrases to describe and specify. Use present and past tense correctly and consistently. Use subordination (using when, if, that, or because) and co-ordination (using or, and or but).
Reading— Comprehension.
Pupils will be taught to develop pleasure in reading, motivation to read, vocabulary and understanding . Understand both the books they can already read accurately and fluently and those they listen to. Participate in discussions about books, poems and other works that are read to them and those they can read for themselves.

Reading— Word Reading.

Pupils will continue to apply phonic knowledge and skills to decode words, read accurately by blending the sounds in words that contain graphemes taught so far. Read words containing common suffixes. Read further common exception words. Read most words quickly and accurately without overt sounding and blending. Read aloud books closely matched to improving their phonic knowledge sounding out unfamiliar words accurately, automatically and without hesitation. Re-read these books to build up fluency and confidence in word reading.

Science

Ourselves—Our bodies and changes. Life Cycles, Living things and habitats. Knowing that animals including humans have offspring which grow into adults. Pupils find out about and describe the basic needs of animals including humans for survival. Describe the importance for humans of exercise, eating the right amounts of different types of food and the importance of hygiene.

History

Pupils learn the History of Flight through the story of the Wright Brothers. Pupils learn how as the invention of flight changed our lives.



Year 2 Autumn Term

Maths (Autumn, Spring, Summer)

Number—Count in 2s, 3s, 5s and 10s. Use place value. Identify, represent and estimate numbers. Compare and order numbers 0 to 100: use \leq , \geq and $=$. Read and write numbers to at least 100 in numerals and words. Know number facts to 20 and derive related facts to 100. Add and subtract using concrete, pictorial and mental methods. Recognise that addition is commutative. Recognise and apply inverse relationship between addition and subtraction. Know 2, 5 and 10 times table; write facts using \times , \div and $=$. Recognise that multiplication is commutative. Recognise, find, name and write $\frac{1}{4}$, $\frac{3}{4}$, one third and two quarters. Recognise equivalence of two quarters and $\frac{1}{2}$. Solve problems related to place value.

Measurement—Choose and use appropriate standard units. Compare and order length, mass, volume/ Capacity using \leq , \geq and $=$. Use \pounds and p signs, combine coins to a given value and find different combinations. Solve problems involving adding and subtracting money. Compare and order time intervals. Tell time to the nearest five minutes. Know the number of minutes in an hour/hours in a day.

Geometry— Identify and describe 2D and 3D shapes. Identify 2D shapes on surfaces of 3D shapes. Compare and sort common 2D shapes and 3D shapes and everyday objects. Arrange shapes in patterns/sequences. Use vocabulary of position, direction and movement.

Statistics— Interpret and draw simple pictograms, tally charts, block diagrams and tables. Ask and answer comparison and totalling questions.

RE

Exploring God— The Bible. Where is God? God as a loving parent.

Saints and Martyrs —St Peter and St Francis, Mother Theresa. Harvest Celebration.

Sacraments—Confirmation. Eucharist. Reconciliation. Ordination. Anointing the sick.

Exploring Jesus— Annunciation/ Advent/Birth. Festival Matters assessment and Christmas Service.

Music

Music links to colour/emotions and feelings. Create own music using voices and instruments. Create own graphical score.

Pupils will learn the songs for Christmas Service.

Design and Technology

Pupils design and make a smoothie for their parent. Pupils learn about the importance of 5-a-day. Pupils evaluate their ideas and products against design criteria. They design purposeful, functional and appealing products for themselves and others users based on design criteria.

Physical Education

During the year, pupils take part in gymnastics, swimming* (Year 3 & 5) games, athletics and dance (linked to our Inspire topics). For some of these activities we source external coaching including Plymouth Argyle Community Sports, Zero Gravity, The Phoenix Leisure Centre, Tennis Mad and Chance to Shine (Cricket).

We also teach the pupils PE skills development and skills progression through our 'Real PE/FUNS' and LCP scheme of work.

An overview of our PE curriculum can be seen on our PE document.

** In the summer term 'Top Up' Swimming is offered to Year 5 and 6 for those pupils who can't swim 25 metres.*

Geography

Pupils study aerial photographs of local landmarks to create maps of local area. Pupils learn to give directions to Santa to get to school.



Year 3 Autumn Term

Inspire Unit Titles

Why are humans animals too?

What are the similarities between humans and animals in the way we eat and the way we move? Why can't snails jump? Pupils explore skeletal structures and muscles and what keeps them healthy.

Set in Stone

This unit explores the lives and legacy of early Britons and settlers, including those who lived during the Stone, Bronze and Iron Ages. Pupils will have the opportunity to consider how and why the way of life adopted by prehistoric people slowly changed over time.

Geography

Learn how to use a compass to locate North and name the compass points. Use a map and compass to identify features in given localities (e.g.: north of school). Use grid references on maps to identify features/places. Make a treasure hunt around the school using grid references.

English

Writing Genre

Poetry—Pirates
Newspaper Report—Stone Age
Narrative — Charlotte's Webb
Non-fiction reference books—
Animals, muscles, bones, nutrition

Instructional text—A Stone Age
Pot
Information recording—Stone Age

English (Autumn, Spring and Summer)

Writing—Transcription.

Pupils will be taught to use prefixes and suffixes and how to add them. Spell further homophones. Spell words that are often misspelt. Place the possession apostrophe accurately in words with regular plurals. Use the first three letters of a word to check its spelling in a dictionary.

Write from memory simple sentences dictated by the teacher that include words and punctuation taught so far.

Writing—handwriting.

Pupils will learn to use the diagonal and horizontal strokes that are needed to join letters. Increase the legibility, consistency and quality of handwriting.

Writing—Composition.

Pupils will learn to plan their writing by learning from structure, vocabulary and grammar of other texts. Pupils will learn to draft and write by composing and rehearsing sentences orally by building a rich and varied vocab, organising paragraphs around a theme, create settings, characters and plot and heading and sub-headings in non-narrative. Evaluate and edit, proof read for spelling and punctuation errors and read aloud their own writing.

Writing—Vocabulary, grammar and punctuation. Pupils will be taught to extend range of sentences with more than one clause by using a wider range of conjunctions, use the present perfect form of verbs in contrast to the past tense, choose nouns and pronouns appropriately for clarity and cohesion, use conjunctions, adverbs and prepositions to express time and cause. Pupils will learn how to use commas after fronted adverbials, indicate possession and use and punctuate direct speech.

Reading—Word Reading. Pupils will be taught to apply their growing knowledge of root words, prefixes and suffixes and read further exception words noting the unusual correspondence between spelling and sound.

Reading—Comprehension. Pupils will discuss a wide range of fiction, poetry, plays, non-fiction and reference books. Read books that are structured in different ways. Use dictionaries to check meanings of words. Increase familiarity with a wide range of books and identify themes and conventions in a wide range of books. Prepare poems and play scripts to read aloud and perform. Discuss words and phrases that capture the reader's interest and imagination and recognise different forms of poetry. Pupils will learn to check that text makes sense to them, ask questions to improve understanding, develop inference, predict what might happen what's implied and identify how language, structure and presentation contribute to meaning. Pupils will learn how to record and retrieve information from non-fiction texts.

Science

Nutrition—food groups. Skeleton, backbone and muscles, support, protection and movement. Carnivore/herbivore classification.

Forces and Magnets—How things move on different surfaces. Attract and repel—,materials that are magnetic, make predictions. Group materials by magnetic properties.

Computing

Timers—measure distance. Data collection analysis. Research and graphics. Drawing and auto shape tools. Learn about Internet safety.

Using scratch design a background and programme movement. Take digital photos. Create documents, store and add images from network.

RE

Exploring God—The Bible. God as Creator. God as Father. Talking to God, God as Lawgiver. God as Loving Parent.

Places of Worship— Visit Church.

Signs and Symbols— The Rock/ Dove/Cross



Year 3 Autumn Term

Music

Action rhymes. Songs about food and the body. Performance rhymes and songs.

Use instruments like Stone age people may have used, simple percussion. Compose rhythms. Combine with chanting voices to compose a piece of music that depicts a stone age hunt.

Pupils learn the songs for the Christmas Service.

History

Identify different eras. British pre-history. Find out what everyday life was like in terms of food, clothes, shelters, tools and weapons. Discover how a bronze age weapon was made. Explore ideas about the function of Stonehenge and other ancient sites. Discover how life changed when it moved to the iron age.

French

Greetings. Where in world. Food. Traditional songs. Healthy and unhealthy. Simple story. Phonemes. Numbers 1– 12.

Homes. Caves. Simple conversation. Phonics. Christmas. Simple conversation. Songs. Simple story actions. Commands.

Maths (Autumn, Spring, Summer)

Number—Count from 0 in 4s, 8s, 50s and 100; find 10 or 100 more/less. Numbers to 1000: recognise place value of each digit, compare and order, read and write in numerals and words. Identify represent and estimate numbers in different ways. Mentally add and subtract ones, tens or hundreds from/to numbers up to three digits in columns. Estimate answers and check using inverse operation. Learn 3, 4 and 8 times table. Multiply and divide two-digit by one-digit numbers. Use tenths and count in tenths. Recognise, find and write fractions of sets of objects. Recognise and use fractions as numbers. Recognise some equivalent fractions. Add/subtract fractions with the same denominator up to <1 . Order unit fractions and fractions with common denominators. Solve problems relating to all aspects of number.

Measurement—Measure and calculate metric units. Measure perimeter of simple 2D shapes. Add/subtract money in context. Tell analogue time (including Roman Numerals and 12 and 24 hour clocks. Estimate and read time to nearest minute, record and compare times, use time vocabulary. Know the number of seconds in a minute and days in each month/year. Compare duration of events.

Geometry—Recognise 2D and make 3D shapes. Recognise angles as a property of a shape or a description of a turn. Identify right angles, use them to describe fractions of a turn, compare other angles to them. Identify horizontal, vertical, perpendicular and parallel lines.

Statistics—Interpret, draw and answer one and two step questions about bar charts,

Design Technology

Use Pre-historic sources to make a full size shelter for a nomadic hunter/gatherer family. It will be light, waterproof and big enough for two adults and two children.

Physical Education

During the year, pupils take part in gymnastics, swimming* (Year 3 & 5) games, athletics and dance (linked to our Inspire topics). For some of these activities we source external coaching including Plymouth Argyle Community Sports, Zero Gravity, The Phoenix Leisure Centre, Tennis Mad and Chance to Shine (Cricket).

We also teach the pupils PE skills development and skills progression through our 'Real PE/ FUNS' and LCP scheme of work.

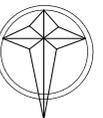
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Art and Design

Experiment making masks with a variety of pencils, - shading, tone and texture. Create sketches of animals to capture movement. Create collage of people to show movement in the style of Matisse. Use found objects on walk in grounds to inspire art work on journeys using easi-print technique

Create a frieze of images found in in prehistoric cave paintings. In groups combine images on long rolls of paper to create a frieze. Using easi-print and layered card to make prints of prehistoric art.



Year 4 Autumn Term

Inspire Unit Titles

Where Does My Food Go?

This unit is an exploration of how our bodies use the food we eat, how we use our teeth and how our bodies deal with waste.

Where The Dark Ages Really Dark?

This unit explores the Viking Invasion and how this affected our land.

Science

Simple functions of basic parts of digestive system—create a giant human digestive system. What would the effect be if you were missing an organ? Type of teeth in humans—label and explore purpose of teeth type and compare with animals. The effect of food on teeth.

Common appliances that run on electric. Simple electric circuits. Identify if a lamp will light. Conductors and insulators. Identify science symbols.

English

Writing Genre

Non-Chronological report— Food chains

Poetry—The Journey Food Takes

Narrative—Myths and Legends King Alfred and the Cakes.

Newspaper Report—The Murderous Acts of Beowulf

English (Autumn, Spring and Summer)

Writing—Transcription. Pupils will be taught to use prefixes and suffixes and how to add them. Spell further homophones. Spell words that are often misspelt. Place the possession apostrophe accurately in words with regular plurals. Use the first three letters of a word to check its spelling in a dictionary. Write from memory simple sentences dictated by the teacher that include words and punctuation taught so far.

Writing—handwriting. Pupils will learn to use the diagonal and horizontal strokes that are needed to join letters. Increase the legibility, consistency and quality of handwriting.

Writing— Composition. Pupils will learn to plan their writing by learning from structure, vocabulary and grammar of other texts. Pupils will learn to draft and write by composing and rehearsing sentences orally by building a rich and varied vocab, organising paragraphs around a theme, create settings, characters and plot and heading and sub-headings in non-narrative. Evaluate and edit, proof read for spelling and punctuation errors and read aloud their own writing.

Writing—Vocabulary, grammar and punctuation. Pupils will be taught to extend range of sentences with more than one clause by using a wider range of conjunctions, use the present perfect form of verbs in contrast to the past tense, choose nouns and pronouns appropriately for clarity and cohesion, use conjunctions, adverbs and prepositions to express time and cause. Pupils will learn how to use commas after fronted adverbials, indicate possession and use and punctuate direct speech.

Reading—Word Reading. Pupils will be taught to apply their growing knowledge of root words, prefixes and suffixes and read further exception words noting the unusual correspondence between spelling and sound.

Reading—Comprehension. Pupils will discuss a wide range of fiction, poetry, plays, non-fiction and reference books. Read books that are structured in different ways. Use dictionaries to check meanings of words. Increase familiarity with a wide range of books and identify themes and conventions in a wide range of books. Prepare poems and play scripts to read aloud and perform. Discuss words and phrases that capture the reader's interest and imagination and recognise different forms of poetry. Pupils will learn to check that text makes sense to them, ask questions to improve understanding, develop inference, predict what might happen what's implied and identify how language, structure and presentation contribute to meaning. Pupils will learn how to record and retrieve information from non-fiction texts.

Computing

Understand computer networks and how they provide services and opportunity for communication (Moodle message app). Research skills linked to the Science Unit. Use technology safely and responsibly.

Select use and combine a variety of software, presenting data and information. Create circuit plans in Power Point. Research current market products to inform design.

Physical Education

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Year 4 Autumn Term

Design Technology

Understand/apply principles of healthy diet. Prepare and cook a variety of mainly savoy dishes using range of cooking techniques. Design a meal plate.

Create a Christmas Decoration—using circuit knowledge from Science, plus circuit plans and research from computing.

Art and Design

Create sketch books to record/review observations. Improve mastery of art and design techniques. Great artists, architects and designs in history. The work of Giuseppe Arcimboldo— fruit and vegetable portraits and sculptures. Design a meal plate. Consider colour and shape variation. Design advert to invite to a banquet.

French

Vocabulary focuses on animals and the grammar points 'il' and 'elle'. Identify simple plurals. Listen and join in with traditional songs. Alouette Gentile Alouette.

Learn the names of the animals in the Bayern Tapestry. Use of definite and indefinite articles le/la un/une. Revision of numbers 1 to 12.

Maths (Autumn, Spring, Summer)

Number— Count in multiples of 6, 7, 9, 25 and 1000. Find 1000 more/less. Count backwards to include negative numbers. Recognise place value of each digit in a four digit number. Order and compare numbers beyond 1000. Identify, represent and estimate numbers in different ways. Round numbers to the nearest 10, 100 or 1000. Solve problems with larger positive numbers. Use Roman numerals to 100. Add and subtract numbers with up to four digits in columns. Estimate and use inverse operations to check answers. Solve two step addition and subtraction problems. Know all tables to 12x12. Multiply and divide mentally. Use factor pairs and commutativity in mental calculations. Use standard short multiplication to multiply two and three digit numbers by a one digit number. Solve problems involving multiplying and dividing. Recognise common equivalent fractions. Count up and down in hundredths. Solve problems involving increasingly harder fractions. Add and subtract fractions with common denominators. Recognise and write decimal equivalents of any number of tenths and hundredths and of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$. Find the effect of dividing a one or two digit number by 10 and 100. Round decimals with one dp to whole numbers. Compare numbers with the same number of decimal places up to two dp. Solve measures and money problems involving fractions and decimals.

Measurement—Convert between units of measure. Measure and calculate perimeter of right-angled shapes. Find area of right-angled shapes by counting squares. Estimate, compare and calculate different measures. Read, write and convert times between analogue and digital and between 12 and 24 hour. Solve time conversion.

Geometry—Compare and classify 2D shapes, including quadrilaterals and triangles. Identify, compare and order acute, obtuse and right angles. Identify lines of symmetry in 2D shapes. Complete a simple symmetric figure. Use first quadrant coordinates. Introduce simple translations. Plot points and draw sides to complete polygon

Statistics—Use bar charts, pictograms, tables and time graphs.

Geography

Locate world's countries. Local counties and cities of UK. How aspects change over time. Human geography including types of settlement. Use maps atlases and globes. Research on how settlement area effected lifestyle.

RE

Saints and Martyrs—St Peter, St Paul, St Francis. Modern Figures—Lord Shaftsbury, Desmond Tutu. Harvest Celebration, #

Exploring Jesus—Annunciation, Advent, The Birth of Jesus, Epiphany, Jesus the Child. Pupils prepare for the Christmas Service.

Music

Play and perform using voices and instruments. Improvise and compose music. Songs about food. Create own song based on a known song.

Pupils learn songs for the Christmas Service.

History

Britain's settlement by Anglo-Saxons and Scots. Viking and Anglo – Saxon struggle for England. Changes in Britain. Artefact investigation, use as clues to reveal life of person. Lifestyle of settlers / invaders. Sutton Hoo. How life was recorded in history.



Year 5 Autumn Term

Inspire Unit Titles

Ancient Greeks

In this unit, pupils will explore ancient Greeks through theatre, myths and logic. Did their pioneering nature make them the first real 'geeks'?

Poles Apart

In this unit the pupils explore their world through their understanding of the world, poles and regions. They will explore Artic Myths and find out about the lives of famous explorers.

History

Achievements of Ancient Civilisations. Connections with sport, art, philosophy, architecture and theatre. Government and democracy. Cities, the study of Athens.

Design Technology

Pupils design and make a moving toy which incorporates a cam mechanism. They investigate 4 types of movement, rotary, reciprocating, liner and oscillating. Pupils investigate learning in different ways and assess their understanding so they can identify and reflect on how they learn best.

English

Writing Genre

Narrative— Myths

Diary—Pole Explorers.

Biography—Pole Explorers.

English (Autumn, Spring and Summer)

Writing—Transcription. Pupils will learn to use further prefixes and suffixes and understand guidance for using them. Spell some words with silent letters. Use knowledge of morphology and etymology in spelling, use dictionaries to check the spelling and meaning of words and use the first three or four letters of a word to check spelling or meaning in a dictionary and use a thesaurus.

Writing—Handwriting and Presentation. Pupils will be taught to write legibly, fluently and with increasing speed by choosing the shape of a letter to use when given choices and deciding whether or not to join specific letters.

Writing—Composition. Pupils plan their writing by identifying the audience for and purpose of writing, noting and developing initial ideas, consider how authors have developed characters and settings. Pupils draft and write by selecting appropriate grammar and vocabulary. In narratives, describe settings, characters and atmosphere. Precising longer passages, use a wide range of devices to build cohesion within and across paragraphs. Pupils will evaluate and edit by assessing the effectiveness of writing. Propose changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning. Ensure the consistent and correct use of tense and correct subject and verb agreement when using singular and plural. Proof read for spelling and punctuation errors.

Writing—Vocabulary, grammar and punctuation.

Pupils will be taught to recognise vocabulary and structures that are appropriate for formal speech and writing. Use passive verbs to affect the presentation of information in a sentence. Use the perfect form of a verb to mark relationships of time and cause. Use expanded noun phrases to convey complicated information concisely. Use modal verbs or adverbs to indicate degrees of possibility and use relative clauses. Indicate grammatical and other features by using commas to clarify meaning. Use hyphens to avoid ambiguity and use brackets, dashes or commas. Use semi-colons, colons or dashes to mark boundaries between independent clauses. Use a colon to introduce a list and punctuate.

Reading—Word Reading. Pupils will be taught to apply their growing knowledge of root words, prefixes and suffixes.

Reading—Comprehension. Pupils will continue to read and discuss a wide range of fiction, poetry, plays, non-fiction and reference books or text books. Read books that are structured in different ways and increase familiarity with a wide range of books including myths, legends and traditional stories, modern fiction, fiction from our literary heritage and books from other cultures and traditions. Pupils will identify and discuss themes and conventions across a wide range of writing, learning a wider range of poetry by heart. Preparing poems and plays to read aloud and perform. Pupils will learn to understand what they read by checking the book makes sense to them, ask questions to improve understanding, inferring characters feelings thoughts and motives, predicting what might happen.

Reading Comprehension (cont'd)

Discuss how authors use language, distinguish between fact and opinion, retrieve information from non-fiction. Take part in discussions about books and provide reasoned justification for their views.

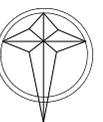
Art and Design

Research the shapes and styles of Grecian Pots. Develop coil and pinch pot making skills. Make pots illustrated with own ideas inspired by ancient Greek Pots. Develop delicate painting skills with sable brushes.

French

Memorise language through actions and rhymes. Revise familiar vocabulary. Understand more complex sentences. Continue to develop accuracy, intonation and pronunciation. Prepare and practice simple conversations. Use dictionaries/ word lists for definitions to aid writing.

Learn to say where different creatures live, revise seasons learn names of Arctic and Antarctic animals. Learn new adjectives and revise word order in sentences. Introduce 'Le' and 'La'.



Year 5 Autumn Term

RE

Exploring God—The Bible. God as Creator. God as Father. Talking to God. God as Lawgiver. God as loving parent. Harvest.

Places of Worship—Visit to church/cathedral.

Signs and Symbols— Vestments. The Olive Branch. Fire. Pupils prepare for Harvest and Christmas Celebrations.

Computing

Pupils produce a document about a specific topic related to the Ancient Greeks. It will include edited images of themselves and a range of text, images and evidenced tools fitting the purpose and the audience. Pupils will learn about images and resolutions.

Pupils identify websites that offer fact or opinion as well as spotting fake sites and making assessments about the reliability of a website. Using 'Scratch', make an arctic animal move.

Science

Pupils explore how the earth rotates and how this explains day and night. Pupils learn how to describe the movement of the earth relative to the sun and moon relative to the earth. Pupils explore the use of models to understand our place in the solar system.

Forces—Pupils learn that friction is a force that opposes motion. Gravity is a force that attracts objects to the earth. Objects moving through a fluid experience drag or resistance. Simple machines can turn a small force into a larger one.

Music (Autumn, Spring, Summer)

Use voice and instruments with increasing accuracy, control and expression. Improvise and compose music. Listen with attention to detail. Use and understand musical notation. Appreciate a wide range of live and recorded music. Develop understanding of musical history. Keyboards.

Maths (Autumn, Spring, Summer)

Number—Numbers to at least 1 million: read, write, order, compare, know place value, round to the nearest power of ten, count on /back in powers powers of 10. Use negative whole numbers in context. Roman Numerals: read numbers to 1000 and years. Add and subtract whole numbers with more than four digits using column methods. Mentally add and subtract increasingly large numbers. Use rounding check answers. Identify multiples, factors, prime numbers, prime factors and composite numbers. Find primes to 100, recall primes to 19. Multiply numbers up to four digits by a one-or-two digit number using the formal written method. Multiply and divide numbers mentally. Divide numbers up to four digits by a one digit number using formal written method; interpret remainders. Multiply and divide by power of 10. Use square and cube numbers; use ² and ³ notation. Compare and order fractions. Identify name and write equivalent fractions. Use mixed numbers and improper fractions and convert between them. Add and subtract fractions with common/related denominators. Multiply fractions by whole numbers. Write decimals as fractions. Recognise and use thousandths and relate to tenths, hundreds and decimal equivalents. Order and round decimal numbers. Recognise and understand % sign, link percentages to fractions and decimals. Solve problems involving all aspects of number including multi-step problems.

Measurement—Convert between metric units and between metric and imperial units. Measure and calculate the perimeter of composite right-angled shapes. Calculate and compare areas of rectangles; estimate area of irregular shapes. Calculate and compare area of rectangles, estimate area of irregular shapes. Estimate volume and capacity. Use four operations to solve measure problems using decimal notation. Solve problems involving converting between units of time. Use all four operations to solve measure problems.

Geometry— Identify 3D shapes from 2D representations. Measure, estimate, compare and draw angles in degrees. Identify angles at a point (whole turn) on a straight line (half turn) other multiples of 90°. Find missing lengths and angles in rectangles. Distinguish between regular and irregular polygons. Reflect and translate shapes.

Statistics—Solve problems based on line graphs. Complete, read and interpret information in tables.



Year 6 Autumn Term

Inspire Unit Titles

Who is Taking Control?

Pupils explore the idea of control through electricity and robot machines. We look to the future when machines take control?

A Voyage of Discovery

In this unit pupils will explore how adaptation can lead to evolution. Pupils take an imaginary voyage with opportunities for writing letters, explanations, note-taking, recounts and discussions.

Computing

Scratch—create a game with a character who must collect an object. Using green screen, create a news report about a significant world disaster.

Learn how to apply filters to Google searches. Use Google Earth to plot Darwin's voyage on HMS Beagle and record a tour guide to accompany.

Design Technology

Develop a controllable robot which can move and push a ball. Incorporate circuits from Science including a motor. Learn how to make a body from a cardboard net and understand the uses of mechanical systems eg: pulleys.

English

Writing Genre

Newspaper Report—A malfunctioning car wash

Narrative—An out of control robot/vacuum cleaner

Newspaper Report—The Japanese Tsunami

Non-Chronological Report—Natural disasters and extreme weather in the UK

Balanced Argument— Evolution v Creation

Anecdotal Letters— Charles Darwin

English (Autumn, Spring and Summer)

Writing—Transcription. Pupils will learn to use further prefixes and suffixes and understand guidance for using them. Spell some words with silent letters. Use knowledge of morphology and etymology in spelling, use dictionaries to check the spelling and meaning of words and use the first three or four letters of a word to check spelling or meaning in a dictionary and use a thesaurus.

Writing—Handwriting and Presentation. Pupils will be taught to write legibly, fluently and with increasing speed by choosing the shape of a letter to use when given choices and deciding whether or not to join specific letters.

Writing—Composition. Pupils plan their writing by identifying the audience for and purpose of writing, noting and developing initial ideas, consider how authors have developed characters and settings. Pupils draft and write by selecting appropriate grammar and vocabulary.

In narratives, describe settings, characters and atmosphere. Précising longer passages, use a wide range of devices to build cohesion within and across paragraphs. Pupils will evaluate and edit by assessing the effectiveness of writing. Propose changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning. Ensure the consistent and correct use of tense and correct subject and verb agreement when using singular and plural. Proof read for spelling and punctuation errors.

Writing—Vocabulary, grammar and punctuation. Pupils will be taught to recognise vocabulary and structures that are appropriate for formal speech and writing. Use passive verbs to affect the presentation of information in a sentence. Use the perfect form of a verb to mark relationships of time and cause. Use expanded noun phrases to convey complicated information concisely. Use modal verbs or adverbs to indicate degrees of possibility and use relative clauses. Indicate grammatical and other features by using commas to clarify meaning. Use hyphens to avoid ambiguity and use brackets, dashes or commas. Use semi-colons, colons or dashes to mark boundaries between independent clauses. Use a colon to introduce a list and punctuate.

Reading—Word Reading. Pupils will be taught to apply their growing knowledge of root words, prefixes and suffixes.

Reading—Comprehension. Pupils will continue to read and discuss a wide range of fiction, poetry, plays, non-fiction and reference books or text books. Read books that are structured in different ways and increase familiarity with a wide range of books including myths, legends and traditional stories, modern fiction, fiction from our literary heritage and books from other cultures and traditions. Pupils will identify and discuss themes and conventions across a wide range of writing, learning a wider range of poetry by heart. Preparing poems and plays to read aloud and perform. Pupils will learn to understand what they read by checking the book makes sense to them, ask questions to improve understanding, inferring characters feelings thoughts and motives, predicting what might happen. Discuss how authors use language, distinguish between fact and opinion, retrieve information from non-fiction. Take part in discussions about books and provide reasoned justification for their views.

Music (Autumn, Spring, Summer)

Use voice and instruments with increasing accuracy, control and expression. Improvise and compose music. Listen with attention to detail. Use and understand musical notation. Appreciate a wide range of live and recorded music. Develop understanding of musical history. Pupils are taught to play keyboards weekly.



Year 6 Autumn Term

RE

Saints and Martyrs—Early Christian Martyrs. St Barnard. Modern Figures—Sir Thomas More. Nelson Mandela. Harvest Celebration.

Exploring Jesus—Annunciation. Advent. The Birth of Jesus. Epiphany. Jesus the Child. Pupils prepare for Harvest and Christmas Celebration.

Art and Design

Study of sculptures including Antony Gormley. Serena de la Hay. Use as an inspiration to create 3D sculptures from recycled materials. The Study of Graffiti through Banksy. Create stencil and spray paint showing good control.

Explore Leonardo da Vinci's study of biology and zoology. Printing on fabric Study the cartoon of Charles Darwin and create comic strip showing Darwin's theory of evolution.

Geography

The human and physical study of a natural disaster and the role of the aid agency 'Shelter Box'. Examine the geographical causes of the disaster and the human impact.

Locational knowledge. Use Darwin's voyage on HMS Beagle to study longitude, latitude, the tropics, hemispheres and the equator.

Science

Electricity—circuits, components and electrical symbols. Create an electrical circuit to go inside a controllable robot which includes a bulb and a motor. Explore fault finding in circuits. Learn how to draw circuit using symbols.

Evolution and Inheritance—Adaptations to suit environments e.g. Polar bear, camel. Explore the idea of natural selection, how variations enable animals to become suited to their environment—the study by Darwin of Finches. Learn how fossils support the theory of evolution.

French

Learn words to express commands for directions, revise colours, revise learn and extend numbers to 20. Continue to develop understanding of the main points in a song story. Begin to understand imperatives and connectives.

Revise and extend animal vocabulary, revise parts of the body. Work on dictionary skills. Compare Christmas between Australia and France through

Maths (Autumn, Spring, Summer)

Number—Numbers to 10 million, read write order, compare, know place value, round to a given degree of accuracy. Use negative numbers in context, calculate intervals across zero. Multiply and divide numbers up to four digits by a two digit number using formal written methods. Interpret remainders. Perform challenging mental calculations. Identify common factors, common multiples and primes. Use order of operations. Use estimation to check answers. Simply, compare and order fractions. Use equivalents to add and subtract fractions. Multiply simple fractions together and divide fractions by whole numbers. Associate a fraction with division and calculate decimal fraction equivalents. Know place value to three decimal places, multiply and divide numbers by 10, 100 and 1000. Multiply one digit numbers with up to two dp by whole numbers. Use written division for answers with up to two dp. Recall and use equivalences between simple fractions, decimals and percentages. Solve problems involving all aspects of number, including multi-step problems.

Ratio and Proportion—Solve problems involving: relative sizes of two quantities; percentages; similar shapes; unequal sharing and grouping.

Algebra—Using simple formulae. Generate and describe linear number sequences. Express missing number problems algebraically. Find pairs of numbers that satisfy an equation with two unknowns. Enumerate

Measurement—Use a range of measures and conversions, using decimals up to three dp. Convert between miles and km. Know that shapes with same area can have different perimeters. Use area and volume formulae. Calculate areas of triangles and parallelograms. Calculate, estimate and compare volumes of cubes and cuboids.

Geometry— Draw 2D shapes give dimensions and angles. Describe and build 3D shapes. Classify shapes by properties. Understand circle terminology. Know and use angle rules to find unknown angles. Describe positions on full coordinate grid. Translate and reflect shapes using all four quadrants.

Statistics—Use pie charts and line graphs to solve problems. Calculate mean averages.

