Subject	Terms 1 and 2	Terms 3 and 4	Terms 5 and 6		
Themes	Raiders and Invaders	<u>Egyptians</u>	Our Wonderful Country - London		
			Stone Age to Iron Age		
English	See English Curriculum				
Reading					
English		See English Curriculum			
Writing					
English	Ready to write	Adverbs	Nouns		
<i>G</i> PS	Determiners	Prepositions	Paragraphs		
Classroom	Conjunctions	Speech	Word families		
Secrets		Tenses	Prefixes		
Maths	Place value	Multiplication and division	Fractions		
White Rose	Addition and subtraction	Measurement: money	Measurement: time		
	Multiplication and division	Statistics	Properties of shape		
		Measurement: length and perimeter	Measurement: mass and capacity		
		Fractions			
Science	 Ask relevant questions and using different types 				
	Set up simple practical enquiries, comparative and fair tests.				
	Make organised and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment,				
	including thermometers and data loggers.				
	Gather, record, classify and present data in a variety of ways to help in answering questions.				
	Record findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables.				
	Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.				
	Use results to draw simple conclusions, make predictions for new values, suggest improvements and ask further questions.				
	Identify differences, similarities or changes related to simple scientific ideas and processes.				
	Use simple scientific evidence to answer questions or to support their findings.				
	Light/Forces	Animals including humans /Rocks	Rocks/Plants		
	 Compare how things move on different 	Compare and group together different	 Identify and describe the functions of 		
	surfaces.	kinds of rocks on the basis of their	different parts of flowering plants: roots,		
	 Understand that some forces need contact 	appearance and simple physical properties.	stem/trunk, leaves and flowers.		
	between two objects, but magnetic forces can	Describe in simple terms how fossils are	Explore the requirements of plants for life		
	act at a distance.	formed when things that have lived are	and growth (air, light, water, nutrients		
	Observe how magnets attract or repel each	trapped within rock.	from soil, and room to grow) and how they		
	other and attract some materials and not	 Recognise that soils are made from rocks 	vary from plant to plant.		
	others.	and organic matter.	Investigate the way in which water is		
	Compare and group together a variety of	 Identify that animals, including humans, 	transported within plants.		
	everyday materials on the basis of whether	need the right types and amount of	 Explore the part that flowers play in the 		
	they are attracted to a magnet, and identify	nutrition, and that they cannot make their	life cycle of flowering plants, including		
	some magnetic materials.				

	 Describe magnets as having two poles. Predict whether two magnets will attract or repel each other, depending on which poles are facing. Recognise that they need light in order to see things and that dark is the absence of light. Understand that light is reflected from surfaces. Recognise that light from the sun can be dangerous and that there are ways to protect their eyes. Recognise that shadows are formed when the light from a light source is blocked by a solid object. Find patterns in the way that the size of shadows change. 	own food; they get nutrition from what they eat. • Identify that humans and some other animals have skeletons and muscles for support, protection and movement.	pollinations, seed formation and seed dispersal. Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties. Describe in simple terms how fossils are formed when things that have lived are trapped within rock. Recognise that soils are made from rocks and organic matter.	
Geography	 Use maps, atlases, globes and digital/computer mapping to locate countries of the UK and nearby and describe features studied. Begin to use the four main compass points to give/follow directions. Use a grid and letter/number coordinates to locate features/places on maps. Use fieldwork to observe, measure, record and present the human and physical features in the local area. Map out a short route with features in the correct order. Describe and understand key aspects of human geography including settlement and land-use. Links with Vikings. 	The UK Name and locate counties around Wiltshire and capital cities of the countries of the UK, geographical regions and their identifying and human and physical characteristics, key topographical features (including hills, mountains, rivers and coasts) an land-use patterns; and understand how some of these aspects have changed over time.	 Understand geographical similarities and differences through the study of human and physical geography in a region of the UK. Describe and understand key aspects of physical geography of the UK such as rivers and mountains. Name and locate counties around Wiltshire and capital cities of the countries of the UK, geographical regions and their identifying and human and physical characteristics, key topographical features (including hills, mountains, rivers and coasts) an land-use patterns; and understand how some of these aspects have changed over time. Local Area Equiry - Which are the best areas for Iron Man to eat in Wanborough? 	
History	 Develop chronological knowledge through: placing time periods on a timeline sequencing events or artefacts 			

	 using dates related to the passing of time Establish clear narratives through studying British, lo by finding out about everyday lives of people in t by studying change through the lives of significa noting connections, contrasts and trends over tir Look at representations of the period e.g. museu Identify and give reasons for different ways in v Compare with our life today including devising qu Identify reasons for and results of people's activ Understand why people may have had to do some Use a range of sources and make observations. Use the library as a tool for researching time pe Ask and answer questions about change, cause, similar Anglo-Saxons/Vikings This could include: Viking raids and invasion. Resistance by Alfred the Great and Athelstan, first King of England. Further Viking invasions and Danegeld. Anglo-Saxon laws and justice. Edward the confessor and his death in 1066. Roman withdrawal from Britain in c. AD 410 and the fall of the western Roman Empire. Scots invasions from Ireland to north Britain (now Scotland). Anglo-Saxon invasions, settlements and kingdoms: place names and village life. Anglo-Saxon art and culture. Christian conversion - Canterbury, Iona and Lindisfarne. Changes in an aspect of social history, such as crime and punishment from the Anglo-Saxons to the present or leisure and entertainment in 	ime studied nt individuals ne and develop the appropriate use of historical ter ms. which the past is represented. estions about change. ons. thing.	Stone Age to Iron Age This could include: Late Neolithic hunter-gatherers and early farmers, for example, Skara Brae. Bronze Age religion, technology and travel, for example, Stonehenge. Iron Age hill forts: tribal kingdoms, farming, art and culture.
	the 20th Century.		
Art	Norse Art/Jelling Art To create sketch books to record their observations and use them to review and revisit ideas, discussing and reviewing their own and others' ideas. To improve their mastery of art and design techniques in drawing by:	 Jackson Pollock Learn about great artists, architects and designers in history e.g. Seurat. Identify artists that have worked in similar ways to their own work. Have the opportunity to explore modern and traditional artists using ICT. 	 Famous Buildings - link to Christopher Wren and London Learn about great artists, architects and designers in history e.g. Seurat. Identify artists that have worked in similar ways to their own work.

	 Experiment with different grades of pencil and other implements. Draw for a sustained period of time at their own level. Use different media to achieve variations in line, texture, tone, colour, shape and pattern. Use light and dark within painting and begin to use complimentary colours. Create different effects and textures with paint according to what they need for the task. Plan colours and collect source material for future works. 	To create sketch books to record their observations and use them to review and revisit ideas, discussing and reviewing their own and others' ideas. To improve their mastery of art and design techniques in painting by: Use light and dark within painting and begin to use complimentary colours. Create different effects and textures with paint according to what they need for the task. Plan colours and collect source material for future works. Also look at Egyptian themed art e.g. hieroglyphs, clay - canopic jars.	To create sketch books to record their observations and use them to review and revisit ideas, discussing and reviewing their own and others' ideas. To improve their mastery of art and design techniques in sculpture by: Join two parts successfully. Construct a simple clay base for extending and modelling other shapes. Plan, design and make models. Also look at art within Hinduism.
DT	 Moving Monster Generate ideas for an item, considering its purpose and the user/s. When planning, explain their choice of materials and components. Select and use a wide range of tools and techniques for making their product safely, explaining their choices. Use a wide range of materials and components and start to join and them accurately in temporary and permanent ways. Understand how to build a strong 3D framework. Start to understand that mechanical systems such as levers and linkages or pneumatic systems create movement. 	Photo Frames Generate ideas for an item, considering its purpose and the user/s. When planning, explain their choice of materials and components. Select and use a wide range of tools and techniques for making their product safely, explaining their choices. Use a wide range of materials and components and start to join and them accurately in temporary and permanent ways. Understand how to build a strong 3D framework. Start to understand that mechanical systems such as levers and linkages or pneumatic systems create movement.	 Sandwich Snacks Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques e.g. cutting, chopping and grating. Use seasonal ingredients in the sandwiches. Start to evaluate their product against original design criteria e.g. how well it meets its intended purpose. Evaluate the key designs of individuals in design and technology that have helped shape the world.
Music	Let Your Spirit Fly	Three Little Birds	Bringing Us Together
Charanga	Glockenspiel Stage 1	The Dragon Song	Reflect, Rewind and Replay
PSHE/RSHE	Being me in my world	Dreams and goals	Relationships
Jigsaw	Celebrating differences Healthy me Changing me		Changing me
French	 Use the Niveau Bleu Scheme of Work Listen and show understanding of single words through physical response. Listen and identify rhyming words and particular sounds in songs and rhymes. Recognise a familiar question and respond with a simple rehearsed response. Name objects and actions and link words with a connective in a simple rehearsed statement. 		

Year 3

- Join in with actions to accompany familiar songs, stories and rhymes and say some of the words.
- Using the knowledge of the sound of some letter strings, read aloud or say individual familiar words.
- Read and show understanding of familiar single words.
- Identify and use strategies for memorising new vocabulary.
- Write and say simple familiar words to describe people, places, things and actions using a model.
- Write single familiar words from memory with understandable accuracy.
- Name a noun, adjective, verb, pronoun, conjunction in the language being studied.
- Use the 1st and 2nd person pronouns with a regular verb.

PE Gymnastics (1)

- Show control, purpose and balance when travelling on or around equipment.
- Perform balances using small body parts e.g. hands, feet, elbows, knees.
- Climb onto and jump off equipment safely.
- Create a sequence with 6 actions on the floor and apparatus.
- Link balances through rolling, jumping and travelling.
- Show different levels of height and change of direction in a sequence.

Dance (2)

- To improvise on their own or with a partner to create a simple dance.
- Begin to compare, develop and adapt actions with a partner or a group to create a sequence.
- To create, adapt and link a range of dance actions that communicate ideas.
- To use appropriate dance vocabulary e.g. canon, unison, motif.

Football (1)

Hockey (2)

- Throw and catch with increasing accuracy and showing control
- Throw a ball with purpose in different ways e.g. fast, slow, high, low
- Move in a variety of different ways with a ball with some control
- Demonstrate successful hitting and striking
- Strike a ball for distance
- Begin to use simple tactics for defending and challenging an opponent

Gymnastics (3)

- Show control, purpose and balance when travelling on or around equipment.
- Perform balances using small body parts e.g. hands, feet, elbows, knees.
- Climb onto and jump off equipment safely.
- Create a sequence with 6 actions on the floor and apparatus.
- Link balances through rolling, jumping and travelling.
- Show different levels of height and change of direction in a sequence.

Pilates (4)

- To improvise on their own or with a partner to create a simple dance.
- Begin to compare, develop and adapt actions with a partner or a group to create a sequence.
- To create, adapt and link a range of dance actions that communicate ideas.
- To use appropriate dance vocabulary e.g. canon, unison, motif.

Fitness (3)

Basketball (4)

- Throw and catch with increasing accuracy and showing control
- Throw a ball with purpose in different ways e.g. fast, slow, high, low
- Move in a variety of different ways with a ball with some control
- Demonstrate successful hitting and striking
- Strike a ball for distance

Orienteering (5)

- Orientate themselves with increasing confidence and accuracy around a short trail.
- Identify and use effective communication to begin to work as a team.
- Identify symbols used on a key Rounders (5)
- Throw and catch with increasing accuracy and showing control
- Throw a ball with purpose in different ways e.g. fast, slow, high, low
- Move in a variety of different ways with a ball with some control
- Demonstrate successful hitting and striking
- Strike a ball for distance
- Begin to use simple tactics for defending and challenging an opponent
- Find a useful space and get into it to support teammates

Athletics (6)

- Focus on arm and leg action to improve sprinting technique
- Select the most appropriate pace for the distance and their fitness levels in order to maintain a sustained run.
- Adjust running paces and speed accordingly
- Begin to combine running with jumping e.g. over hurdles.
- Use one and two feet to take off and land with.
- Develop an effective take-off and flight phase for the standing long jump

RE	Find a useful space and get into it to support teammates What do different Why is the Bible		Begin to use simple tactics for defending and challenging an opponent Find a useful space and get into it to support teammates Why do people pray?	Land safely with control Throw a variety of objects with greater control and accuracy Perform a push throw Swimming (6) Begin to swim with competency and confidence over a distance of up to 25m Begin to use a range of strokes to swim e.g. front crawl, backstroke and breaststroke What does it mean to be a Hindu in Britain
KE	people believe about	important to Christians?	Expressing	today?
	God?	Believing		Living
	Believing			
Computing	Computing Project Evolve - Managing Online Relationships and Self Image & Identify Unit 3.1 Coding Unit 3.2 Online Safety		Project Evolve - Online Bullying and Privacy &	Project Evolve - Managing Online Information,
			Security	Copyright and Ownership and Health, Well-being
			Unit 3.3 Spreadsheets	and Lifestyle and Online Relationships
			Unit 3.4 Touch typing	Unit 3.5 Email
				Unit 3.7 Simulations