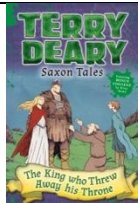
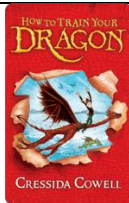
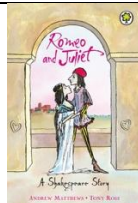
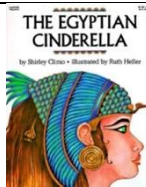


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Driver Project	Invasion – Anglo Saxons Autumn One	Invaders – Vikings Autumn Two	Winding Rivers Spring One	Misty Mountains Spring Two	Ancient Civilisations – Egyptians Summer One and Two	
						
Significant Events	Roald Dahl Day Black history Month Harvest Halloween	Anti-Bullying week Diwali Remembrance St Andrews Day Christmas	Women in History Chinese New Year Shrove Tuesday Valentines Day	St Davids Day World Book Day Mothering Sunday St Patricks Day Easter	Eid al-Fitr St George's Day Shakespeare's birthday VE Day	Eid al-Adha Father's Day National Sports Week
Super Starter	Heart of England visit	Complete the Innovate challenge – be a Viking investigator	Mountaineer AI chat – what is it like to climb?	Workshop: The Ancient Egyptians		
Fabulous Finish	STEM shield wall test day	Visit to Jorvik Centre and York	River Visit	Heart of England visit – maps of Egypt, uses of the River Nile, hieroglyphics		
English Writing Genres	<u>Writing to Entertain</u> – Narrative: Playscript with scene setting (historical) <u>Writing to Inform</u> – Non-chronological Report: Sutton Hoo (historical)	<u>Writing to Entertain</u> – Narrative: setting descriptions, character descriptions and retell from character's perspective <u>Writing to Persuade</u> – Adverts and persuasive letter to character	<u>Writing to Inform</u> – Information leaflet: Mount Everest (geographical) <u>Writing to Inform</u> – Explanatory: Water Cycle (geographical) <u>Writing to Inform</u> – Recount: Diary writing (Shakespeare) <u>Writing to Entertain</u> – Poetry: Narrative poetry and Haiku (Shakespeare) <u>Writing to Inform</u> – York trip diary recount (standalone)	<u>Writing to Inform</u> – Instructional (historical) <u>Writing to Entertain</u> – Narrative: suspense writing <u>Writing to Inform</u> – Formal Letter (historical) <u>Writing to Inform</u> – Newspaper Report (historical)		
Driving Texts	Saxon Tales by Terry Deary	How to train your dragon	Everest	Romeo and Juliet – Shakespeare	Marcy and the Riddle of the Sphinx	Egyptian Cinderella (reading only)

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Maths	Number: Place Value Addition Subtraction	Measurement: Area: Number: Division Multiplication	Number: Addition, multiplication & division Measurement: Length & perimeter Number: fractions	Number: Fractions Number: Decimals	Number: Decimals Measurement: Money Measurement: Time	Geometry: Shape Statistics Geometry: Position & Direction
Maths Cross Curricular	Patterns – weaving Science – data collection	Science – graphs Geography – grid references	Geography – compass points Design and Technology – ratio and proportion		Geometry – Islamic art Geography – maps and features	
Science	<u>Food and the Digestive system</u> – exploring mouth and teeth and functions – linked to animal diets and food chains.	<u>Sound</u> – recognise that vibrations from sounds travel through a medium to the ear. Identify how sounds are made.	<u>States of Matter</u> – comparing and grouping materials according to whether solids, liquids or gases. Water cycle and habitats changing environments – evaporation and condensation.	<u>Living things and their habitats</u> – Grouping living things, using classification keys, identify and name a variety of living things, changing environments and their dangers to living things.	<u>Electrical circuits and conductors</u> – energy, batteries, comparing to common household objects which do not need electricity. Conductors, insulators, circuitry.	
Art and Design	<u>Textiles through time</u> – understanding weaving.	Clothing through time – how did the Vikings dye their clothes? Remembrance trail – WW1 art	<u>Vista</u> – what is a landscape? Developing colour. Pen & Ink work and shading. Looking at perspectives. Shakespeare trail – Romeo and Juliet masks		<u>Islamic Art</u> – exploring geometric patterns and motifs from paper, through drawing and clay	

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Artist of the term	Sheila Hicks and Billy Zangewa		David Hockney and Monet		Michaelangelo and Siddiq Juma
Geography	Locational knowledge UK counties, cities, regions and their characteristics/topographical features (invasion mapping)	Fieldwork – maps, photos, sketch maps, grid references – ordnance survey Locational knowledge – Europe invasion mapping of Viking settlements	<u>Geography Led Theme</u> Rivers, maps, physical processes (erosion, transportation, deposition) Aerial images, water cycle, Physical/human features Fieldwork – maps Local geography – River Avon	<u>Geography Led Theme</u> Locational knowledge – topography, land use. Fieldwork – maps, mountainous location in Europe South/North America, altitudinal zones, contour lines	Locational knowledge. Ancient settlements and cities, change over time. The River Nile. Locational knowledge ancient settlements and cities, change over time, geographical skills, physical/human geography. Impact on the world.
History	<u>History Led Theme</u> Roman withdrawal from Britain; Chronology of invasion; Anglo-Saxon invasion/settlements; Anglo-Saxon kingdoms, beliefs and customs; Religion; Everyday life in Anglo-Saxon Britain; King Athelstan; Alfred the Great; Legacy Power and Leadership	<u>History Led Theme</u> Viking invasion; Everyday life in Viking Britain; Lindisfarne Battle Conflict and Invasion Crime and Punishment	Migration and Exploration Significant explorer: Edmund Hilary Local history/geography – Stratford upon Avon; Shakespeare and the River Avon		<u>History Led Theme</u> Culture & Pastimes, Settlements. Society & Human Rights – social hierarchy; Egyptian Farming; Gods; Mummification; Significant explorers: Howard Carter; Tutankhamun; Egyptians impact on the wider world.
Design & Technology	<u>How did the early settlers dye their clothes?</u> Warp and Weft Research, design, make and evaluate.		<u>Waterways mountain range</u> Create a 3D model of a mountain range – develop a waterways design as part of the mountain range		<u>Tomb builders</u> Designing simple machines for moving heavy loads, planes, pulleys and levers.

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Computing	Introduction to Purple Mash Effective searching	Coding	Logo	Animation	Sound stories Introduction to AI	Introduction to AI Composing beats
MFL- French	Je me presente		Ma Famille		Quel temps fait il?	
Music	Get Set 4 Music – <u>Vikings</u> : Explore simple rhythms using instruments and voices Armonico Consort rehearsals		Get Set 4 Music – <u>Rivers</u> : Composing and understanding notation around pentatonic scales Spring show rehearsals		Get Set 4 Music – <u>Words, words, words</u> : Create a symphonic poem and explore dynamics.	
PE	Fundamental skills e.g. throwing with accuracy, co-ordinating speed Tag Rugby – sending, receiving, dribbling, space, attacking, defending	Fitness – agility, balance, co-ordination, speed, strength, stamina Tennis – shots, rallying, footwork	Gymnastics – shapes, inverted movements, balances, rolls, jumps Dance – actions, dynamics, space, performance	Swimming Basketball – sending, receiving, dribbling, space, attacking, defending.	Swimming Rounders – striking, fielding, throwing, catching	Swimming Athletics – Running, jumping, throwing
PSHE	Protective Behaviours Meet Your Brain	Celebrate	Appreciate	Relate	Engage	SRE
RE	<u>Janmashtami</u> – Hindu faith. The birthday of Lord Krishna	<u>Kathina</u> – Buddhism	<u>Shabbat</u> – Judaism – understanding the Sabbath and day of rest.	<u>Holy Week and Easter</u>	<u>Vaisakhi</u> – Sikhism The five K's.	<u>Eid – ul – Adha</u> Muslim faith. The prophet Ibrahim.
SMSC	Spiritual -Explore how different cultures develop over time Moral - Why people were treated like they were. Social - Investigate how laws have changed over time Cultural -Research conflict between cultures		Spiritual -Discover how nature impacts on our lives Moral -Explain why people made the decisions they made. Social -Investigate how women have impacted on journeys Cultural - Explore differences between Shakespeare's time and now		Spiritual - Develop an understanding of how different cultures are impacted by life purpose Moral -Explore art that challenges opinion Social -Explore local history Culture -Explore the impact of slavery on the Egyptian culture	

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Experience Pathways	Heart of England – forest exploration/ experiencing nature	Residential (one night) to York and recapping Viking knowledge Heart of England – forest exploration Visiting Shakespeare’s properties	History workshop Heart of England – forest exploration Swimming lessons at leisure centre
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