			LK	S2 - Year - Cy	cle 1- 2019-2020		
LKS2	Autumn 1	Autu	ımn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Key Driver – Geography/Science			Key Driver - Geography		Key Driver - History	
	Topic — <b>Living Things and Their Habitats</b> Enriching Experiences-Rodley Nature Reserve, Local Woods,  Golden Acre Park			Topic — Ancient Egypt Enriching Experiences- Leeds Museum trip		Topic — Vicious Vikings Enriching Experiences- Yorvik/Danelaw	
	Texts Pond Wildlife (The Great Nature Hunt) — Clare Hibbert Lexile 850L	Texts The Animals of Farthing Wood — Colin Dann Lexile 810L		Texts There's a Pharaoh in our Bath! — Jeremy Strong Lexile 730L	<u>Texts</u> Ancient Egypt – DK Publishing Lexile – 800L	<u>Texts</u> Viking in Trouble — Jeremy Strong Lexile 730L	Texts Viking Mythology Annual
220	Genres: Non narrative: Fact files Non-Narrative: Recounts	Genres: Narrative: Adventure Story Poetry: Woodland Poems		Genres: Narrative: Humorous Stories	Genres: Non -Narrative: Non-Chron Report Poetry: Egyptian Gods Poetry	Genres: Narrative: Adventure Stories Non - Narrative: Dairies	Genres: Narrative: Ride of the Valkyries Poetry: Viking Gods
Cycle 1 2019 - 2020	spelling and handwriting. Punctuation an		- Year 4 - Grammar,	English: Writing - Year 3 - Grammar, Punctuation and Spelling English: Writing - Year 3 - Composition  English: Writing - Year 4 - Grammar, Punctuation and Spelling English: Writing - Year 4 - Composition			
		d the sequence t			ookridgeprimary.co.uk/statu	tory/curriculum-offer/core	
	Maths - Year 3 - Basic Fluency			Maths - Year 3 – Number		Maths - Year 3 - Measure/Geometry/Statistics	
	Maths - Year 4 - Basic Fluency		Maths - Year 4 - Number		Maths - Year 4 - Measure/Geometry/Statistics		
	Maths - Year 4 - Basic Fluency				Maths - Year 4 - Measure/Geometry	y/Statistics	

# Geography:

Human and Physical describe and understand key aspects of:

Physical Geography: including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle.

# Geographical skills and fieldwork:

use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.

### History:

# **Local Study**

a study over time tracing how several aspects of national history are reflected in the locality (this can go beyond 1066) Golden Acre Park

# Geography:

 locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major

# **Human and Physical Knowledge**

Locational knowledge

cities.

describe and understand key aspects of:

Physical Geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle

Human Geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.

# Geographical skills and fieldwork

 use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied

## History:

the achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty of Ancient China.

#### History:

The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.

# Examples (non-statutory)

Viking raids and invasion

resistance by Alfred the Great and Athelstan, first king of England further Viking invasions and Danegeld

# Geography:

### Locational knowledge

 locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities.

# Geographical skills and fieldwork

- use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied

# Science:

# Living things and their habitats (Y4)

- •recognise that living things can be grouped in a variety of ways
- •explore and
- use classification keys to help group, identify and name a variety of living things in their local and wider environment
- •recognise that environments can change and that this can sometimes pose dangers to living things

Identifying and classifying birds Seed planting (Nastershums) different environments and soil types, care etc.

#### Science:

# States of matter (Y4)

- Compare and group solids, liquids and gasses.
- Observe that materials change state depending on temperature.
- Identify that part played by evaporation and condensation in the water cycle.

What makes the best slime – add different amounts of solid and liquids – shaving foam, water

Frozen hands – keep insulated, frozen man in ice

Water cycle in a bag Trinity – have one to borrow

# Science: Light (Y3)

- Recognise that we need light to see things in the dark.
- Notice that light is reflected from surfaces.
- recognise that light from the sun can be dangerous.
- Recognise that shadows are formed when light is blocked by a solid object.

Investigate the reflective surface Light meters measure amount of light reflected.

Concept cartoon – cats eyes reflection experiment – Pharaohs cats eyes – reflecting light and light sources

Light source – pyramid with jenga blacks and then the size of the shadow as the light source

# Science: Sound (Y4)

- Identify how sounds are made linked to vibrations.
- Recognise that vibrations travel from a medium to the ear.
- Find patterns between pitch and volume. Other sounds and where it comes from.
- Recognise that sounds get fainter as the source increase.

String telephones – investigate the longest string telephone you can make

Marvin and Milo – sound cards

Metal coat hanger – length of string affect the sound made

Class orchestra – music
Size of ears – collecting

#### Science:

Investigation on human impact on the environment.

Vikings traded furs from reindeer, wolves and foxes to people in the Mediterranean for silk and other goods. Animals like reindeer live in the far north and the Arctic. Can we find out what the environment is like in the Arctic compared to the Mediterranean? Why do you think animals in the Arctic have thicker, softer fur than animals in the Mediterranean? Can you think of any other differences between animals in the Arctic and the Mediterranean?

#### Science:

## Forces and magnets (Y3)

- •compare how things move on different surfaces
- •notice that some forces need contact between 2 objects, but magnetic forces can act at a distance
- observe how magnets attract or repel each other and attract some materials and not others
- •compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials •describe magnets as having 2
- predict whether 2 magnets will attract or repel each other, depending on which poles are facing

Mass affect how objects move – Viking related – loading the boat –

		moves away etc.	science		what surface is best – for
					meters
		Letting the light in to a pyramid			
		<ul> <li>not about material but about</li> </ul>			Magnets to lift resources
		structure and light passing			boats - size of magnet lif
		through solid objects			paper clips.
Working scientifically coverage:	<u> </u>	Working scientifically coverage:		Working scientifically coverage:	
asking relevant questions and using different types of scientific enquiries to answer them		•asking relevant questions and using different types of scientific		•asking relevant questions and using different types of scientific enq	
		enquiries to answer them		answer them	
•gathering, recording, classifying	and presenting data in a variety of	•setting up simple practical enquir	ies, comparative and fair tests	<ul> <li>setting up simple practical enquiries, comparative and fair tests</li> <li>gathering, recording, classifying and presenting data in a variety of value in answering questions</li> <li>recording findings using simple scientific language, drawings, labelle</li> </ul>	
ways to help in answering question	ns	<ul> <li>gathering, recording, classifying a</li> </ul>	nd presenting data in a variety		
•recording findings using simple s	cientific language, drawings, labelled	of ways to help in answering quest	ions		
diagrams, keys, bar charts, and ta	bles give environment – major	<ul> <li>recording findings using simple so</li> </ul>	ientific language, drawings,		
biomes and find out impact of hui	mans, changes they will predict,	labelled diagrams, keys, bar charts,	and tables	diagrams, keys, bar charts, and tables	
report in all the different ways ab	ove etc.	•reporting on findings from enquir	ies, including oral and written	•reporting on findings from enquiries, including oral and written exp	
		explanations, displays or presentations of results and conclusions		displays or presentations of results and conclusions	
		•using results to draw simple conc	usions, make predictions for	•using results to draw simple conclusions, make predictions for new suggest improvements and raise further questions	
		new values, suggest improvements	and raise further questions		
		identifying differences, similarities or changes related to simple scientific ideas and processes		•identifying differences, similarities or changes related to simple scie ideas and processes	
		to support their findings		their findings	
Forest Schools: Animal Adventure	Stories/Plays/Habitat creation.	Forest Schools: Creating Sculptures/Egyptian Mud Bricks Group Work and Interaction: Children should be able to work together and discuss and negotiate together to achieve tasks; they may be more independent in doing so, but require adult support and intervention to achieve positive outcomes.		Forest Schools: Viking Village Group Work and Interaction: Children should be able to work together and discuss and negotiate to achieve tasks; they may be more independent in doing so, but requisite support and intervention to achieve positive outcomes.	
Interaction with Nature:					
Children should be developing sor	me knowledge of the animals and				
plants around them, identifying th	ne more common ones by sight and				
making comments and prediction	s about where they may be and why.				
Independence and Boundaries:					
Children should be becoming mor	e independent, choosing the				
appropriate distances to be from	adults, although adults should still				
monitor and discuss to ensure both					
Computing: Communication and			C	Communications Data and information	Communication Data and info
E-Safety	Computing: How computers work	Computing: Algorithms, control and programming	Computing: Algorithms, control and programming	Computing: Data and information	Computing: Data and info
	NC10) understand computer			Computing: Data and information  NC12) select, use and combine a variety	
					NC12) select, use and cor
E-Safety	NC10) understand computer	and programming	control and programming	NC12) select, use and combine a variety	NC12) select, use and cor variety of software (inclu
E-Safety  NC11) use search technologies	NC10) understand computer networks including the internet;	and programming  NC8) use sequence, selection,	control and programming  NC8) use sequence, selection,	NC12) select, use and combine a variety of software (including internet services)	NC12) select, use and cor variety of software (inclu internet services) on a ra
E-Safety  NC11) use search technologies effectively, appreciate how	NC10) understand computer networks including the internet; how they can provide multiple	and programming  NC8) use sequence, selection, and repetition in programs; work	control and programming  NC8) use sequence, selection, and repetition in programs;	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design	NC12) select, use and cor variety of software (inclu internet services) on a ra digital devices to design a
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked,	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs,	NC12) select, use and cor variety of software (inclu internet services) on a ra digital devices to design create a range of prograr
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms	NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish	NC12) select, use and cor variety of software (inclu internet services) on a ra digital devices to design a create a range of prograr systems and content that
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output	NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting,	NC12) select, use and cor variety of software (inclu internet services) on a ra digital devices to design a create a range of prograr systems and content that accomplish given goals, in
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC9) use logical reasoning to	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting	NC12) select, use and cor variety of software (inclu internet services) on a ra- digital devices to design a create a range of prograr systems and content that accomplish given goals, in
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content  NC13) use technology safely,	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  NC11) use search technologies	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC9) use logical reasoning to explain how some simple algorithms work and to detect	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC7) design, write and debug programs that accomplish	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting	NC12) select, use and cor variety of software (inclu internet services) on a ra- digital devices to design a create a range of prograr systems and content that accomplish given goals, in collecting, analysing, eval
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content  NC13) use technology safely, respectfully and responsibly;	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC9) use logical reasoning to explain how some simple	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC7) design, write and debug programs that accomplish specific goals, including	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting	NC12) select, use and cor variety of software (inclu internet services) on a ra digital devices to design a create a range of prograr systems and content that accomplish given goals, in collecting, analysing, eva and presenting data and
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content  NC13) use technology safely, respectfully and responsibly; recognise acceptable/unacceptable	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC9) use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC7) design, write and debug programs that accomplish specific goals, including controlling or simulating	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting	NC12) select, use and cor variety of software (inclu internet services) on a ra digital devices to design a create a range of prograr systems and content that accomplish given goals, in collecting, analysing, eva and presenting data and
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content  NC13) use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC9) use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC7) design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting	NC12) select, use and corvariety of software (incluinternet services) on a radigital devices to design a create a range of prograr systems and content that accomplish given goals, it collecting, analysing, evaluand presenting data and
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content  NC13) use technology safely, respectfully and responsibly; recognise acceptable/unacceptable	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC9) use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC7) design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting	NC12) select, use and corvariety of software (incluinternet services) on a radigital devices to design a create a range of prograr systems and content that accomplish given goals, it collecting, analysing, evaluand presenting data and
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content  NC13) use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC9) use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC7) design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting	NC12) select, use and cor variety of software (inclu- internet services) on a rai digital devices to design a create a range of progran systems and content that accomplish given goals, in collecting, analysing, eval and presenting data and
E-Safety  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content  NC13) use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	NC10) understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  NC11) use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC9) use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	control and programming  NC8) use sequence, selection, and repetition in programs; work with variables and various forms of input and output  NC7) design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	NC12) select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	NC12) select, use and cor variety of software (inclu internet services) on a ra- digital devices to design a create a range of prograr systems and content that accomplish given goals, in collecting, analysing, eval and presenting data and information

Lower Key Stage 2 Long Term Plan

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

# Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

## Design

communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups

generate, develop, model and

#### Make

-select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately -select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

# Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

# Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures Explore the motifs and designs of Egyptian art – recreating a picture by an artist inspired by Egyptian art.

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

paint/printmaking.

# Design

and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or

- generate, develop, model

# groups **Make**

-select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately -select from and use a wider range of materials and components, including

construction materials, textiles

and ingredients, according to

their functional properties and

- aesthetic qualities

  Evaluate
- -evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- -understand how key events and individuals in design and technology have helped shape the world

### Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

design and construct a model longboat. Test at the end-float boats on the school pond.

# Design

- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

#### Make

-select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately -select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

# **Evaluate**

-evaluate their ideas and products against their own design criteria and consider the views of others to improve their work -understand how key events and individuals in design and technology have helped shape the world

### Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures Lower Key Stage 2 Long Term Plan

Key Stage 2 Long Term Plan					
Music: Play and perform	Music: Play and perform	Music: Listen and rehearse sounds accurately	Music: Patterns: use and apply musical notation	Music: Listening to and appreciate a range of music P4C	Music: Music over time Forest Schools
Play and perform in solo and	Create and compose Improvise				
ensemble contexts, using their	and compose music for a range of	Listen with attention to detail	Use and understand staff and	Appreciate and understand a wide	Develop an understanding of the
voices and playing musical	purposes using the inter – related	and recall sounds with increasing	other musical notation.	range of high quality live and recorded	history of music.
instruments with increasing	dimensions of music.	aural memory.		music drawn from different traditions	·
accuracy, fluency, control and		,		and from great composers and	
expression.				musicians.	
PE - Teacher led - – GAMES:	PE - Teacher led - GYMNASTICS:	PE - Teacher led - DANCE UNIT:	PE - Teacher led - INVASION	PE - Teacher led - OUTDOOR &	PE - Teacher - STRIKING &
Creative Games Making	Symmetry & Asymmetry	Link to topic or Slanted Dance	GAMES:	ADVENTUROUS ACTIVITIES:	FIELDING GAMES:
Creative Garries Making	Symmetry a risymmetry	unit	Football/Hockey	Team Building & Problem Solving Skills	Kwik Cricket
		unit.	1 ootbany Hockey	ream banding a rioblem solving skins	KWIK CITCKET
PE – PE Coordinator PPA –	PE – PE Coordinator PPA –	PE – PE Coordinator PPA – KEY	PE – PE Coordinator PPA	PE – PE Coordinator PPA – INVASION	PE – PE Coordinator PPA –
GAMES:	PARALYMPIC SPORT UNIT:	STEPS GYMNASTICS:	NET/COURT/WALL GAMES:	GAMES:	ELEVATING ATHLETICS:
High 5 Netball	Boccia	Floor	Mini Tennis		Running
(ball skills)	New Age Kurling	Body Management		Tag Rugby	Jumping
(33.3.3)	Sitting Volleyball	Vault		3 3 3 7	Throwing
PSHE	PSHE	PSHE	PSHE	PSHE	PSHE
Unit:	Unit:	Unit:	Unit:	Unit:	Unit:
Keeping safe and managing risk:	Drug, alcohol and tobacco	Careers, financial capability and	Mental health and emotional	Identity, society and equality:	Physical health and wellbeing:
Year 3 - Bullying – see it, say it,	education:	economic wellbeing:	wellbeing:	Year 3 - Celebrating difference	Year 3 - What helps me choose?
stop it	Year 3 - Tobacco is a drug	Year 3 - Saving, spending and	Year 3 - Strengths and	- Pupils learn about valuing the	- about making healthy choices
-to recognise bullying and how it	- the definition of a drug and that	budgeting	challenges	similarities and differences between	about food and drinks
can make people feel	drugs (including medicines) can	- about what influences people's	- about celebrating	themselves and others	- about how branding can affect
- about different types of	be harmful to people	choices about spending and	achievements and setting	- Pupils learn about what is meant by	what foods people choose to bu
bullying and how to respond to	- about the effects and risks of	saving money	personal goals	community	- about keeping active and some
incidents of bullying	smoking tobacco and second	- how people can keep track of	- about dealing with putdowns	- Pupils learn about belonging to groups	of the challenges of this
- about what to do if they	hand smoke	their money	-about positive ways to deal	Mind mate lesson: Being the same,	Mind mate lesson: Solving
witness bullying	- about the help available for	- about the world of work	with set-backs	being different: differing opinions)	problems/making it better: deali
Mind mate lesson: Family and	people to remain smoke free or	Mind mate lesson: Life changes:	Mind mate lesson: Strong		with difficult situations).
friends: Unkind behaviour)	stop smoking	New faces/ new routines)	emotions: introducing strong	Year 4 – Democracy	
·	Mind mate lesson: Feeling good		emotions, including anger)	- about Britain as a democratic society	Year 4 - What is important to m
Year 4 - Playing safe	and being me: Goals and	Sex and relationship education:		- about how laws are made	-why people may eat or avoid
- how to be safe in their	aspirations	Year 4 - Growing up and	Sex and relationship	- learn about the local council	certain foods (religious, moral,
computer gaming habits		changing	education:	Mind mate lesson: Being the same,	cultural or health reasons)
- about keeping safe near roads,	Year 4 - Making choices	- about the way we grow and	Year 4 - Growing up and	being different: Know actions affect	-about other factors that
rail, water, building sites and	- that there are drugs (other than	change throughout the human	changing	themselves and others)	contribute to people's food
around fireworks	medicines) that are common in	lifecycle	- about the impact of puberty		choices (such as ethical farming,
- about what to do in an	everyday life, and why people	- about the physical changes	in physical hygiene and	Cross curricular links	fair trade and seasonality)
emergency and basic emergency	choose to use them	associated with puberty	strategies for managing this	History – Difference between Vikings	-about the importance of getting
first aid procedures	- about the effects and risks of	- about menstruation and wet	- how puberty affects	and people today.	enough sleep
Mind mate lesson: Family and	drinking alcohol	dreams	emotions and behaviour and		Mind mate lesson: Solving
friends: skills to maintain and	- about different patterns of	Mind mate lesson: Life changes:	strategies for dealing with the		problems/making it better: copi
keep positive relationships	behaviour that are related to drug	positive and negative effects on	changes associated with		with difficult situations).
	use	emotional wellbeing and mental	puberty		
Cross curricular links	Mind mate lesson: Feeling good	health).	- strategies to deal with		Cross curricular links
Computing – E-Safety/	and being me: Feelings - intensity)		feelings in the context of		History – Difference between
Leaflet/Keeping Safe Online.		Cross curricular links	relationships		Vikings and people today.
English/Topic/Science –	Cross curricular links	Science – Human Body	- to answer each other's		
Animal/Habitat safety.	Computing – leaflet.	Maths – Money/four	questions about puberty with		

Lower Key Stage 2 Long Term Plan

MFL: French MFL: FL2/1.1 Listening & Comprehension FL2/1.1a listen attentively to spoken language and show understanding by joining in and responding FL2/1.1b explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words FL2/1.2d present ideas and information orally to a range of audiences*		MFL: FL2/1.3 Reading & Comprehension FL2/1.3a read carefully and show understanding of words, phrases and simple writing FL2/1.3b appreciate stories, songs, poems and rhymes in the language FL2/1.3c broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary		MFL: Writing FL2/1.4a write phrases from memory, and adapt these to create new sentences, to express ideas clearly FL2/1.4b describe people, places, things and actions orally* and in writing FL2/1.4c understand basic grammar appropriate to the language being studied, including (where relevant): feminine, masculine and neuter forms and the conjugation of high-frequency verbs; key features and patterns of the language; how to apply these, for instance, to build sentences; and how these differ from or are similar to English.	
RE: P4C Year 3 – Unit 3.2 - Who can inspire us? Year 4 – Unit 4.2 - What words of wisdom can guide us?	RE: P4C Year 3 – Unit 3.2 - Who can inspire us? Year 4 – Unit 4.2 - What words of wisdom can guide us?	RE: P4C Year 3 – Unit 3.4 - What do Christians believe about a good life? Year 4 – Unit 4.3 - What do creation stories tell us about our world?	RE: P4C Year 3 – Unit 3.3 - How are beliefs expressed through arts? (Link to Easter.) Year 4 – Unit 4.1 - How are important events remembered in ceremonies?(link to Easter.)	RE: P4C Year 3 – Unit 3.1 - What does it mean to be a Jew? (visit from representative of Synagogue.) Year 4 – Unit 4.4 - What faiths make up our community?	RE: P4C Year 3 – Unit 3.1 - What does it mean to be a Jew? (visit from representative of Synagogue.) Year 4 – Unit 4.4 - What faiths make up our community?
P4C Is taking risks good for you? — PHSE Are humans bad for animals and the environment? - Topic	P4C Are all drugs bad for you? - PSHE	P4C Is money important? – PSHE	Mind mate lesson: Strong emotions: resisting pressure)  Cross curricular links Science – Human Body  P4C What's more important, to have a healthy body or a healthy mind? - PSHE	P4C Are all humans the same, similar or different? – PSHE	P4C What's the most important thing you need to do in order to be healthy? - PSHE