

Curriculum Learning plan: Term 5

CYCLE A

Learning Sequence	1	2	3	4	5
Key question/ Focus					
English			To explore our class text, Flooded, and understand key characters.	To explore the chronology of our text. To understand how the author develops key characters.	To review and revise what I know about using direct speech. To write my own narrative.
Maths	<p>Multiplication and division.</p> <ul style="list-style-type: none"> Count from 0 in multiples of 4, 8 Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods. Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects. Interpret and present data using bar charts, pictograms, and tables. Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables. 		<p>Statistics</p> <ul style="list-style-type: none"> Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators, Recognise and show, using diagrams, equivalent fractions with small denominators. Add and subtract fractions with the same denominator within one whole. Compare and order unit fractions, and fractions with the same denominators. Solve problems that involve all of the above. 		<p>Time</p> <ul style="list-style-type: none"> Tell and write the time from an analogue clock, 12-hour and 24-hour clocks. Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight. Know the number of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events [for example to calculate the time taken by particular events or tasks].
Science Animals Including Humans Movement and nutrition.			To explain the role of a skeleton and begin to understand different types of joints.	To recognise the main ones in our body and collect and sort data. To explain how muscles are used for movement.	To explain how food is an essential energy source for animals. To identify the main nutrient food groups.
History How hard was it to invade and settle in Britain?	Who were the Anglo-Saxons and the Scots? To recognise the causes and consequences of the Anglo-Saxon and Scot invasions of Britain.	What did an Anglo-Saxon settlement look like? To recognise change and continuity in Iron Age and Anglo-Saxon houses and settlements.	What does Sutton Hoo tell us about Anglo-Saxon life? To make inferences about who was buried at Sutton Hoo and Anglo-Saxon beliefs.	How did Christianity arrive in Britain? To identify how Christianity spread in Britain in the Anglo-Saxon period.	Was King Alfred really great? To evaluate sources about Alfred the Great.
Art Craft and Design: Ancient Egyptian scrolls	Exploring Ancient Egyptian art To investigate the style, pattern and characteristics of Ancient Egyptian art.	Designing scrolls To apply design skills inspired by the style of an ancient civilisation	Making paper To apply understanding of ancient techniques to construct a new material.	Scroll making To apply drawing and painting skills in the style of an ancient civilisation.	Making zines To apply an understanding of Egyptian art to develop a contemporary response
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PE Indoors			Anglo-Saxon Life To develop actions to represent the daily life of an Anglo-Saxon.	Anglo-Saxon Battle To make effective use of space and height in a short dance performance.	Anglo-Saxon Faith To use movements to represent the many different Anglo-Saxon Gods.
PE Outdoors	<ul style="list-style-type: none"> Show control when throwing/ passing/dribbling to another person using a variation of techniques. Accurately pass/catch Frisbee. Combine a range of skills/ techniques in a game situation. 		<ul style="list-style-type: none"> Combine a range of skills/ techniques in a game situation. Use a variety of evasion techniques. 	To swing at, and hit, a ball with confidence and consistency.	To play a modified game of cricket.

	<ul style="list-style-type: none"> Use a variety of evasion techniques. Use space effectively. 		<ul style="list-style-type: none"> Use space effectively. 		
PSHE/RSHE Economic Wellbeing	Spending choices To begin to recognise how ethics can influence our spending decisions (Y3) To begin to understand what makes something good value for money (Y4)	Budgeting To understand how to put together a budget (Y3) To begin to understand the importance of keeping track of money (Y4)	Money and emotions To recognise that money has an impact on how we feel. (Y3) To understand ways money can be lost and how this makes people feel (Y4)	Jobs and careers To understand that there are a range of jobs available and to think about what job they might want to do. (Y3) To consider positive and negative factors that can influence people's career choices. (Y4)	Jobs and careers To understand that stereotypes exist in the workplace but these should not limit people's career aspirations
Music Sea Shanties Jazz	To create and compose our own piece of music inspired by Flooding.		Frampton Shanty-men To complete a range of workshops, performing a range of sea shanties.	Ragtime To sing and cap a syncopated rhythm for a ragtime-style song.	Traditional Jazz To improvise a call and response.
Computing Video trailers (Digital literacy)			Editing the trailer To edit a video.	Transitions and text To add text and transitions to a video.	Video reviewing To evaluate video editing.
French (KS2) Bon appetite			Naming French fruits To identify cognates and near cognates and use the correct definite article. Sing for your supper! To express opinions using plural nouns.	How much does it cost? To read and say amounts of money in French. Daily offers To learn days of the week in French.	Visiting a French market. To identify and use familiar phrases in a French conversation.