



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Theme Title</b>	<b>Stone age to Iron Age</b>		<b>Ancient Greece</b>		<b>South America</b>	
<b>Foundation Focus</b> Art/DT/History/ Geography	Geography: human and physical geography, land use, how features have changed over time Art: improve mastery of art and design techniques using pencil and charcoal.	History: changes in Britain from the Stone Age to the Iron Age, understand the concept of change over time. DT: select from and use a wider range of tools and equipment to perform practical tasks	Geography: locating a range of Europe's most significant human and physical features.	History: Ancient Greece- A study of Greek life and achievements and their influence on Western World.	Geography: Physical Geography including biomes and vegetation belts.	History: Connections, contrasts and changes over time.
<b>English</b>	Vocabulary building, take one book week	Roman myths	MAT writing project; play script	Love that book, persuasion	Explanations	Take one book week
<b>Maths</b>	Place Value – Order and Compare Numbers Beyond 1000 Rounding, Estimation and Magnitude; Securing Addition and Subtraction Mental Fluency Securing Formal Written Addition and Subtraction Fluency Counting in Multiples of 6, 7, 9, 25 and 1000 Multiplication and Division Facts (Times Tables) Factor Pairs, Integer Scaling and Correspondence Problems	Problem Solving Including Measures to Apply Place Value, Mental Strategies and Arithmetic Laws Multiply and Divide a One or Two-digit Number by 10 and 100 Measure – Conversion of Units Measures – Compare, Estimate and Calculate Discrete and Continuous Data (Time Graphs), Including Application of Scales and Division Perimeter	Properties of Shape Symmetry Decimal Numbers Calculating With Decimals Measure – Money Problem Solving involving Decimals to Two Decimal Places	Add and Subtract Fractions with the Same Denominator Finding Fractions of Quantities Fractions in the Context of Measure Equivalent Fractions, Ordering and Comparing Multiply Two and Three-digit Numbers by a One-digit Number Using a Formal Written Layout	Time – Read, Write Calculate and Convert Time on Analogue and Digital 12- and 24-Hour Clocks Statistics – Interpret and Present Continuous and Discrete Data, Solve Problems incorporating Measures Roman Numerals to 100 and Zero Negative Numbers – Counting through Zero and	Multiplication and Division Review Area Fractions Review Application and Problem Solving – Developing Operation Sense



				Divide Two and Three-digit Numbers by a One-digit Number Using a Formal Written Layout	Calculating in Context Geometry – Angles Geometry – Properties of Triangles Geometry – Coordinates in the First Quadrant and Translations Geometry – Position and Direction, incorporating Angles and Plotting Points of a Shape	
<b>Science</b>	<b><u>Animals including humans</u></b> (human digestive system, teeth and their functions, food chains)	<b><u>Electricity</u></b> (identify electrical things, name and build circuits, identify working circuits, switches, insulators and conductors )	<b><u>States of Matter</u></b> (group and compare, solids, liquids & gases, same substance in different forms, uses of different states)	<b><u>Changes of Matter</u></b> (temperature changes, insulators & conductors, evaporation, condensation, water cycle, investigation and planning skills)	<b><u>Sound</u></b> (how it’s made, vibrations, ears, pitch and objects, volume, distance )	<b><u>Living things &amp; their habitats</u></b> (classification, keys, varied groupings, vertebrates & invertebrates, local and wider environment, environmental change)
<b>RE</b>	Creation, identify and belonging, beliefs and practices		Identity and belonging, prayer, workshop and reflection, sources of wisdom and moral dilemmas		Human responsibilities and values and ultimate questions	
<b>PE</b>	Gymnastics Tri Golf	Fitness circuits Tennis	Indoor Athletics Netball	Dance Cricket	Football Athletics	



<b>Music</b>	Play notes on an instrument with care, perform with control and awareness of others Play and perform in solo and ensemble contexts		Develop an understanding of the history of music and use and understand staff and other musical notations		Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians, listen with attention to detail and recall sounds with increasing aural memory and improvise and compose music for a range of purposes using the inter-related	
<b>Computing</b>	Design, write and debug programs, use sequence, selection and repetition in programs, use logical reasoning to explain how simple algorithms work, detect and correct errors in algorithms, use technology safely, respectfully and responsibly and identify a range of ways to report concerns about content and contact		Understand computer networks including the internet and how they can provide multiples services, use technology safely, respectfully, recognise acceptable and unacceptable behaviour and identify a range of ways to report concerns about content and contact		Use search technologies effectively appreciate how results are selected and ranked and be discerning in evaluating digital content, select, use and combine a variety of software (including internet services) on a range of digital services to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	
<b>Possible Visits</b>	The Watford Museum Leavesden Country Park fieldwork	Stone Age / Iron Age workshop Local area to observe streams	The British Museum	Greek workshop	Art museum	