

Achievement for All, Learning Together, Learning for Life









UKS2 Curriculum (Year 5 and 6)

Cycle 1

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Cycle 1

# **INTENT**

	See Reading Curriculum Road Map for supplementary texts					
Term 1 Codebreakers Should codes be broken?	Term 2 Survival of the Fittest What do we need to survive?	Term 3 Ancient Egypt Can we prove that ancient civilisations were real?	The Vi	+ and 5 ctorians or dark age?	<b>Term 6 Changes</b> Can changes be reversed?	
Core Texts: Stombreaker by Anthony Horowitz Little People Big Dreams - Alan Turing / Ada Lovelace  Science: Properties and changes of materials  Computing: Unit 5.2 Online safety Unit 5.7 Concept maps  History: How did Bletchley Park contribute to winning WW2?  Geography: How do geographers organise earth?  DT: Structures - marble run  RE: Understanding Christianity: GOD. What does It mean if Christians believe God is holy and loving?  Music: Coded musical messages/notation  PSHE: Celebrating Difference  PE: Rugby  French: La date	Core Texts: Danvin's Dragons Lindsay Galvin The Lost Words by Macfarlane / Morris Transcripts - Attenborough (e.g. lizards vs snakes)  Science: Evolution and inheritance  Computing: 5.3 spreadsheets  History: Charles Darwin; what was his impact on understanding change?  Art: Pencil drawings and landscapes  RE: Understanding Christianity: Incamation. Why do Christians Believe Jesus was the Messiah?  Music: Evolution of Music  PSHE: Being me in the world  PE: Gymnastics  French: As-tu un animal? (Do You Have a Pet?)	Core Texts: Secrets of a Sun King by Emma Carroll Marcy and the riddle of the Sphinx by Joe Todd-Stanton  Science: Animals including humans  Computing: 5.4 Databases  History: How does Egypt compare with other Ancient civilisations?  Geography: How does the geography of Egypt influence its people?  Art: Egyptian Art – comparison of artists  RE: Islam: What does it mean to be a Muslim in Britain today?  Music: Egyptian music/ own composition  PSHE: Healthy Me  PE: Dance  French: Boucle d'or et les Trois Ours	Core Texts: Jabberwocky Alice in Wonderland (abridged) Poetry Mill Inspector report  Computing: Unit 5.5 Game Creator  Science: Earth and Space  Geography: Where did the Victorians build their houses? Where should we build new homes?  DT: Embroidery and sewing  RE: Understanding Christianity: Gospel. Christians and How to live: What would Jesus do?  Music: Old Music Hall songs  PSHE: Dreams and Goals  PE: Volleyball  French: Les vêtements (Clothes)	Core Texts: Street Child, Ahridged Oliver Twist  Science: Living things and their habitats  Computing: 5.6 3D Modelling  History: Victorian Britain; golden age or dark age? What happened where I live in Victorian times?  Art: Victorian Artists  RE: Judaism: Why is the Torah important to Jewish people?  Music: Songs from 'Oliver!'  PSHE: Relationships  PE: Athletics  French: Les Jeux olympiques (The Olympics)	Core Texts: Boy in the girl's Bathroom, The Highwayman  Science: States of matter  Computing: Coding	
(The Date)  Alan Turing  Ada Lovelace  Marie Curie	Charles Darwin	(Goldilocks and the Three Bears)  William Harvey	Aristarchus Edwin Hubble Professor Brian Cox Mae Jemison	Evelyn Cheesman		

Term 1	Term 2	Term 3	Term	4 and 5	Term 6
Codebreakers	Survival of the fittest	Ancient Eqypt		ictorians	Inside Out / Open Topic
	, ,	331	cy genres		
			eeds and interests of children)		
Storm breaker Anthony Horowitz (New BBC new Alex Rider story) Design an advert for a spy gadget or application to be a spy – persuasion  Explanation – how to lure an enemy into a lair  Helen Dennis – local author Secret Breakers	The Explorer – adventure narratives  Poetry – Animal poem –(Lost Words-Robert) use that as a starting point for their own animal found in the Galapagos Islands and write poem  Non-chronological reports about fictional animals	Trip Advisor reviews based on Secrets of a Sun King  Travel agents – children to write an itinerary/holiday advert to Egypt/tour	Street child/Oliver Twist Diary entries  Narratives – rewrite a chapter.	Mystery narratives – Sherlock Holmes.  Biography – Dr Barnardo/Dickens/	Inside Out — design core island based on core memories  The Highwayman — Write from another point of view (Tim the Ostler) Letter writing in role as Highwayman and Bess write letters to each other  Re-edit previous work  Allow children to choose their own topic that they have not covered in primary school and research
		NA subs			research
			themes		
			ng to needs of children) m https://whiterosemaths.com		
Place Value Y5 Addition, Subtraction Y6 Four operations	Y5 Multiplication and Division A  Fractions  Y5 Fractions A  Y6 Fractions A & B  Measurement  Y6 Converting units (metric & non metric)	Multiplication Y5 Multiplication B  Fractions Y5 Fractions B  Y6 Ratio  Y6 Algebra  Decimals Y6 decimals	Fractions, decimals and Percentages Y5 decimals and percentages Y6 Fractions, decimals and Percentages  Measurement Y5 Perimeter and area Y6 perimeter, area and volume  Statistics	Geometry Properties of shape, position and direction  Decimals  Y5 decimals  Place Value  Y5 Negative numbers	Measurement Y5 converting units Finding volume Investigations and Consolidation

		Science skill	S: Implementation		
<b>Term 1</b> Properties and changes of materials 1	Term 2 Evolution and inheritance	<b>Term 3</b> Animals including humans	<b>Term 4</b> Earth and Space	Term 5 Living things and their habitats	<b>Term 6</b> Properties and changes of materials 2
Compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity and response to magnets  Know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution  Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating  Give reasons, based on evidence form comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic	Recognise that living things have changed over time and that fossils provide information about living things that inhabited the earth millions of years ago  Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents  Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution	Identify and name the main parts of the human circulatory system and describe the functions of the heart, blood vessels and blood  Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function  Describe the ways in which nutrients and water are transported within animals, including humans.  To know the effects of diet and exercise, drugs and lifestyle on human bodies.	Describe the movement of the Earth, and other planets, relative to the sun in the solar system  Describe the movement of the moon relative to the Earth  Describe the sun, earth and moon as approximately spherical bodies  Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky  Learn that the sun is a star at the centre of our solar system and that it has eight planets	Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird.  Describe the life processes of reproduction in some plant and animals	Demonstrate that dissolving mixing and changes of state are reversible changes  Explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning and the action of acid on bicarbonate of soda.
,		Working Scientifica	lly skills: Implementation	V	
Working scientifically assessment focus areas: Scientific questioning, method and equipment, fair test, safely using equipment, make predictions, take measurements, record results,	Working scientifically assessment focus areas: Sorting and classifying, Scientific questioning, make predictions	Working scientifically assessment focus areas: Scientific questioning, method and equipment, fair test, safely using equipment, make predictions, record results, explain conclusions, So What?	Working scientifically assessment focus areas:	Working scientifically assessment focus areas: Scientific questioning, method and equipment, fair test, safely using equipment, make predictions, record results, explain conclusions, So What?	Working scientifically assessment focus areas: Explain conclusions, suggest improvements, So What? Presenting results, identifying important information,
		<u>Scientific Knowle</u>	<u>dge Gained:</u>		
To know how to group and compare everyday materials based on evidence from comparative and fair tests, including conductivity of heat.  To give reasons, based on evidence from comparative and fair tests, for the particular uses	To know that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.  To know that living things produce offspring of the same	To know the three parts of the circulatory system.  To know the names of parts of the heart and describe how it works.  To describe the differences between arteries, capillaries and veins.	To know the names and positions of planets in the solar system.  To know how the sun and moon and Earth move relative to each other and the sun in the solar system.  To know what the sun and stars are	To describe the differences in life cycles of different animal groups and give reasons for this.  To describe the life process of reproduction in some animals; mammals, amphibians, insects and birds.	To know how to separate liquids, solids and gases including through filtering, sieving and evaporating.  To demonstrate that dissolving, mixing and changes of state are reversible changes.
of everyday materials, including metals, wood and plastic.	kind, but not always identical to their parents.	To know the different parts of blood and their job in the body. To explain	made of and their importance.	To describe the life process of reproduction in some plants.	To know that some changes result in the formation of

To group and compare	To know how animals and	why blood is oxygenated and	To know night and day is a result of	To know how animals have an impact	new materials, and this kind
everyday materials based on	plants are adapted to suit their	deoxygenated.	rotations of the Earth.	on each other.	of change is not usually
evidence from comparative and	environment in different ways				reversible.
fair tests, including conductivity	and may lead to adaptation	To know the benefits of a healthy	To describe the Sun, Earth and Moon	To know of issues that can disrupt	
of electricity.	may lead to evolution.	lifestyle on the body.	as approximately spherical bodies.	natural life cycles.	
To know that some materials will dissolve in liquid to form a solution, and recover a		To know explain how drugs and alcohol have an effect on the body.			
substance from a solution.		To explain how nutrients and water are			
		carried around the body and why this			
		is important for the body.			

		Computing skill	S: Implementation		
<b>Term 1</b> Unit 5.2 Online safety Unit 5.7 Concept maps	<b>Term 2</b> Unit 5.3 Spreadsheets	<b>Term 3</b> Unit 5.4 Databases	<b>Term 4</b> Unit 5.5 Game Creator	<b>Term 5</b> Unit 5.6 3D Modelling	Term 6 Coding L1 5.1 L2 5.1 L4 5.1 L5 5.1 L6 5.1 L5 6.1
Online Safety To gain a greater understanding of the impact that sharing digital content can have.  To review sources of support when using technology.  To review children' responsibility to one another in their online behaviour. To know how to maintain secure passwords.  To understand the advantages, disadvantages, permissions, and purposes of altering an image digitally and the reasons for this.  To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.  To learn about how to reference sources in their work. • To search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information.  Ensuring reliability through using different methods of communication.  Concept Maps To understand the need for visual representation when generating and discussing complex ideas.  To understand the uses of a 'concept	To use formulae within a spreadsheet to convert measurements of length and distance  To use the count tool to answer hypotheses about common letters in use.  To use a spreadsheet to model a real-life problem.  To use formulae to calculate area and perimeter of shapes.  To create formulae that use text variables.  To use a spreadsheet to help plan a school cake sale.	To learn how to search for information in a database.  To contribute to a class database.  To create a database around a chosen topic.	To Introduce the 2DIY 3D tool.  To begin planning a game.  To design the game environment.  To design the game quest to make it a playable game.  To finish and share the game.  To self- and peer evaluate.	To be introduced to the 2Design and Make tool.  To explore the effect of moving points when designing.  To design a 3D model to fit certain criteria  To refine and print a model.	To review existing coding knowledge.  To begin to be able to simplify code.  To create a playable game. To understand what a simulation is.  To program a simulation using 2Code.  To understand how to use friction in code.  To begin to understand what a function is and how functions work in code.  To understand what the different variable types are and how they are used differently.  To understand how to create a string.  To begin to explore text variables when coding.  To understand what concatenation is and how it works.  To understand the different options of generating user input in 2Code.
discussing complex ideas.					in 2Code.

To understand and use the correct					
vocabulary when creating a concept					
map.					
To create a concept map					
·					
To understand how a concept map can					
be used to retell stories and information.					
To create a collaborative concept map					
and present this to an audience.					
	1	Computing Knowled	dae Gained: Impact	<u> </u>	<u> </u>
Online Safety	Children can create a formula in a	Children understand the	Children can review and analyse a	Children know what the 2Design	Children can use simplified code
Children critically about the information	spreadsheet to convert m to cm.	different ways to search a	computer game.	and Make tool is for.	to make their programming
that they share online both about		database.	. 3	,	more efficient.
themself and others.	Children can apply this to creating		Children can describe some of the	Children can explore the different	
	a spreadsheet that converts miles	Children can search a	elements that make a successful	viewpoints in 2Design and Make	Children can use variables in
Children know who to tell if they are upset by something that happens online.	to km and vice versa.	database to answer questions correctly.	game.	whilst designing a building.	their code.
1 3 3 11	Children can use a spreadsheet to		Children can begin the process of	Children can adapt one of the	Children can create a simple
Children can use the SMART rules as a	work out which letters appear most	Children can design an avatar	designing their own game	vehicle models by moving the	playable game
source of guidance when online.	often.	for a class database.		points to alter the shape of the	
			Children can design the setting for	vehicle while still maintaining its	Children can plan an algorithm
Children think critically about what they	Children can use the 'how many'	Children can successfully enter	their game so that it fits with the	form.	modelling the sequence of
share online, even when asked by a	tool.	information into a class database.	selected theme.	Children and and book a dis	traffic lights.
usually reliable person to share something.	Children can use a spreadsheet to	database.	Children can upload images or use	Children can explore how to edit the polygon 3D models to design a	Children can select the right
somedung.	work out the area and perimeter of	Children can create their own	the drawing tools to create the	3D model for a purpose.	images to reflect the simulation
Children have clear ideas about good	rectangles.	database on a chosen topic.	walls, floor, and roof.	So moder for a parpose.	they are making.
passwords.	, com again			Children can refine one of their	l stag and manage
	Children can use these calculations	Children can add records to	Children can design characters for	designs to prepare it for printing.	Children can use their plan to
Children can see how they can use	to solve a real-life problem.	their database.	their game.	Children can print their design as a	program the simulation to work
images and digital technology to create			_	2D net and then created a 3D	in 2Code.
effects not possible without technology.	Children can create simple	Children know what a	Children can decide upon, and	model.	
	formulae that use different	database field is and can	change, the animations and		Children can create a program
Children have experienced how image	variables.	correctly add field	sounds that the characters make.	Children can explore the	which represents a physical
manipulation could be used to upset them or others even using simple, freely	Children and amenta a farmanda that	information.	Children and walks their ages	possibilities of 3D printing.	system.
available tools and little specialist	Children can create a formula that will work out how many days	Children understand how to	Children can make their game more unique by selecting the		Children can create and use
knowledge.	there are in x number of weeks or	word questions so that they	appropriate options to maximise		functions in their code to make
and the same of th	years.	can be effectively answered	the playability.		their programming more
Children can cite all sources when	3	using a search of their	,		efficient
researching and explain the importance	Children can use a spreadsheet to	database.	Children can write informative		
of this.	model a real-life situation and		instructions for their game so that		Children can create and use
	come up with solutions that can be		other people can play it.		strings in programming.
Children select keywords and search	practically applied.		al il I		0.11.1
techniques to find relevant information			Children can evaluate my own and		Children can set/change
and increase reliability.			peers' games to help improve their design for the future.		variable values appropriately.
Children show an understanding of the			and to join the jume.		
advantages and disadvantages of					
Children show an understanding of the advantages and disadvantages of			acongression are jume.		

different forms of communication and when it is appropriate to use each.		Children know some ways that text variables can be used in coding.
Concept Maps Children can make connections between thoughts and ideas.		Children can create a string and use it in their program.
Children can see the importance of recording concept maps visually.		Children can use strings to produce a range of outputs in their program.
Children understand what is meant by 'concept maps', 'stage', 'nodes' and 'connections.'		Children can code programs that take text input from the user and use this in the
Children can create a basic concept map. Children have used 2Connect Story Mode to create an informative text.		program.  Children can attribute variables to user input.
Children have used 2Connect collaboratively to create a concept map.		Children are aware of the need to code for all possibilities
Children have used Presentation Mode to present their concept maps to an audience.		when using user input.

		ry skills: Implementation	
<b>Term 1</b> Bletchley Park	Term 2  How have people changed over time?  Significant people in history	Term 3  How does Egypt compare with other Ancient civilisations?	<b>Term 4 and 5</b> The changing power of Monarchs Golden Age or Dark Age?
Bletchley Park  Compare sources of information available for the study of different times in the past  Provide an account of a historical event based on more than one source  Make confident use of a variety of sources for independent research  Understand how our knowledge of the past is constructed from a range of sources  Ada que diff  Una control of the past is constructed from a range of sources.			

<u>Historical Knowledge Gained:</u> <u>Impact</u>				
To know about significant codes that were used throughout history	To know the main events and findings of Charles Darwin.	To know the main events of the timeline of ancient civilisation	To know what home life was like during the Victorian Era and compare it to now.	
To know about the significance of Bletchley Park in winning WW2	To know about the key findings about evolution over time and how opinions have changed.  To know key facts about a significant scientist involved in the study of evolution.	To know how the social hierarchy is organised  To know the sources that tell us about this civilisation  To know the similarities and differences between the civilisations studied so far	To know who Queen Victoria was and identify significant events during her reign and her role.  To know what the industrial revolution was and its significance.  To know the development of steam engines and its impact on society.  To know how the Victorians impacted our local area.  To know how the Victorian era impacted on our archology.  To know about Victorian school life.  To know how things have changed since the Victorians	

	Geographical skil	ls: Implementation	
<b>Term 1</b> How do geographers organise earth?	Term 3  How does the geography of Egypt influence its people?	Term 4  Where did the Victorians build their houses? Where should we build new homes?	Term 6 How is climate change affecting the world?
Identify and describe the significance of the Prime/Greenwich Meridian and time zones including day and night  Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build his/her knowledge of the United Kingdom and the wider world  Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night)	Understand and use a widening range of geographical terms  Recognise the different shapes of countries  Know about the wider context of places e.g. county, region and country  Know and describe where a variety of places are in relation to physical and human features  Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied  Understand and use a widening range of geographical terms e.g. specific topic vocabulary - urban, rural, land use, sustainability, tributary, trade links etc.  Describe and understand key aspects of physical geography when thinking about land use  Describe and understand key aspects of 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  Locate the world's countries, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities	Use (historical) maps, atlases, globes and digital/computer mapping to study land use change  Describe and understand how physical and human processes change the landscape  Describe and understand key aspects of 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  Explore the increase in residential housing in the local area using historical maps.  Use maps, charts etc. to support decision making about the location of places e.g. new houses, roads  Debate impact of change including increased building on green areas  Know and describe where a variety of places are in relation to physical and human features  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  Use charts, maps etc. to support the decision making about the location of places	Understand how humans affect the environment over time  Know about changes to world environments over time  Understand why people seek to manage and sustain their environment  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  Explore future predictions for coastlines- what impact will this have?  Understand why people seek to manage and sustain their environment

<u>Geographical Knowledge Gained:</u> Impact				
To use the 8 points of a compass to describe and find locations from micro to macro	To know the names of the significant cities and understand the importance of the Nile in Egypt	To know how residential land use has changed since Victorian times	To know the human impact on the environment.	
To know the meaning of the key on an OS map.	To know where the country is located within a continent and world map.	To know the impact of human development in my local area.	To know how we can sustain our environments.  To understand what climate change is, the impact it	
To know how to use 6 figure references on OS maps	To know the physical and human features of Egypt	To know positive and negative aspects of change.	is having now and the predicted impact for the futur	
To know the significance of time zone lines. To know about British Summertime and Greenwich Meantime.	To know how the geography of China influences the way of life today	To know how to use fieldwork skills to enquire, observe and present findings		
To know the meaning of longitude and latitude.				

Art skills: Implementation				
<b>Term 1 Term 2</b> Pencil drawings and landscapes	Term 3 Chinese Art – comparison of artists	<b>Term 4</b> Victorian Artists		
Use line, tone and shading to represent things seen, remembered or imagined in three dimensions	Research various artists- discuss their processes and explain how these were used in the finished product	Research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product		
Mix colours to express mood, divide foreground from background or demonstrate tones Use simple perspective in their work using a single focal point and horizon Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices Select ideas based on first hand observations, experience or imagination and develop these through open ended research Begin to develop an awareness of composition, scale and proportion in their work Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices.	Experiment with using layers and overlays to create new colours/textures  Use line, tone and shading to represent things seen, remembered or imagined in three dimensions.  Describe the work and ideas of various artists, , using appropriate vocabulary and referring to historical and cultural contexts.  Explain and justify preferences towards different styles and artists.  Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices.  Use techniques, colours, tones and effects in an appropriate way to represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds	Experiment with using layers and overlays to create new colours/textures  Use line, tone and shading to represent things seen, remembered or imagined in three dimensions  Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts  Explain and justify preferences towards different styles and artists  Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices  Use techniques, colours, tones and effects in an appropriate way to represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds		
	Artistic Knowledge Gained: Impact			
To know and explain how to use different techniques for pencil drawing- line, tone, shading.  To know which ideas (based on first hand observations, experience or imagination) they would like to use within their own work.  To know how to use perspective when drawing landscapes- showing	To know the brush techniques in ancient art.  To know the subject matter of ancient art.  To know of the life and work of Chinese artists.  To know the significance of red in Chinese art.	To know Victorian patterns that could be recreated.  To know about the life and work of William Morris.  To know which colours will mix effectively to create a desired effect or shade.  To know what perspective means when discussing art and use layers and		
awareness of composition, scale and proportion in their work.	To know what calligraphy is and why it is importance within Chinese art.	overlays to create new colours/textures.		

Design and Technology skills: Implementation					
Term 1 Structures - mazes	<b>Term 5</b> Embroidery and sewing	Term 6 Cooking			
Research and discuss various architects and designers and discuss their processes and explain how these were used in the finished product	Add detail to work using several different types of stitches.	Understand the main food groups and the different nutrients that are important for health			
Evaluate his/her work against their intended outcome	Experiment with different materials to create a range of effects and use the results of these to develop their ideas.	Understand how a variety of ingredients are grown, reared, caught and processed to make them safe and			
Describe the work and ideas of various architects and designers, using appropriate vocabulary and referring to historical and cultural contexts	Evaluate his/her work against their intended outcome	palatable / tasty to eat			
Follow a design brief to achieve an effect for a particular function	Create texture and detail using several more complex stitches.	Select appropriate ingredients and use a wide range of techniques to combine them			
Adapt his/her own final work following feedback or discussion based on their preparatory ideas	Experiment with a range of materials and use their understanding of these materials to inform and develop their ideas.	Confidently plan a series of healthy meals based on the principles of a healthy and varied diet			
Refine his/her use of learnt techniques	Describe the work and ideas of various designers, using appropriate vocabulary and referring to historical and cultural contexts.	Use information on food labels to inform choices			
		Research, plan and prepare and cook a savoury dish, applying his/her knowledge of ingredients and his/her technical skills			
Design and	Technological Knowledge Gained: Impact				
To know how structures are made and reinforced for strength.	To know the work of embroidery artists with a focus on Mary Linwood's work	To know the main food groups and the different nutrients they give.			
To know facts about a famous architect and their work.  To know how to effectively evaluate work against a design brief using appropriate vocabulary.	To know how to do several different stitches to create texture and more complex patterns.  To know about effective techniques for creating designs.	To know how a variety of ingredients are grown/developed.			
	To know how the Victorians used embroidery in their everyday lives.	To know the different purposes for a range of tools.  To know which information we can find from food			
	To know ways of securing stitching to ensure it remains in place.	labels and how to use this to make choices.			
	To know how to effectively evaluate work against a design brief using appropriate vocabulary.	To know how to research, plan and prepare and cook a savoury dish, applying knowledge of ingredients and his/her technical skills.			

# R.E. skills: Implementation

i emil i					
Understanding Christianity: God.					
What does it mean if Christians					
believe God is holy and loving?					

## Make sense of belief:

Identify some different types of biblical texts, using technical terms accurately.

Explain connections between biblical texts and Christian ideas of God, using theological terms.

### Understand the impact:

Make clear connections between Bible texts studied and what Christians believe about God; for example through how cathedrals are designed

Show how Christians put their beliefs into practice in worship.

### Make connections:

Weigh up how biblical ideas and teachings about God as holy and loving might make a difference in the world today, developing insights of their own.

# Term 2 Understanding Christianity:

Incarnation. Why do Christians believe Jesus was the Messiah?

### Make sense of belief:

Explain the place in Incarnation and Messiah within the 'big story' of the Bible.

Identify Gospel and prophecy texts, using technical terms.

Explain connections between biblical texts, Incarnation and Messiah, using theological terms.

### Understand the impact:

Show how Christians put their beliefs about Jesus' Incarnation into practice in different ways in celebrating Christmas.

#### Make connections:

Weigh up how far the idea of Jesus as the 'Messiah' - a Saviour from God - is important in the world today and, it if is true, what difference that might make in people's lives, giving good reasons for their answer.

### Term 3

**Islam –** What does it mean to be a Muslin in Britain today?

### Make sense of belief:

Identify and explain Muslim beliefs about God, the Prophet and the Holy Qur'an (e.g. *Tawhid;* Muhammed as the Messenger, Qur'an as the message)

Describe ways in which Muslim sources of authority guide Muslim living (e.g. Qur'an guidance on Five Pillars; *Hajj* practices follow example of The Prophet)

### Understand the impact:

Make clear connections between Muslim beliefs and *ibadah* (e.g. Five Pillars, festivals, mosques, art).

Give evidence and examples to show how Muslims put their beliefs into practice in different ways.

### Make connections:

Make connections between Muslim beliefs studied and Muslim ways of Living in Britain/East Sussex today.

Consider and weight up the value of e.g. submission, obedience, generosity, self-control and worship in the lives of Muslims today and articulate responses on how far they are valuable to people who are not Muslims.

Reflect on and articulate what it is like to be a Muslim in Britain today, giving good reasons for their views.

# Term 4

Understanding Christianity:
Gospel. Christians and how to live: What would Jesus do?

### Make sense of belief:

Identify features of Gospel texts (for example, teachings, parable, narrative)

Taking account of the context, suggest meanings of Gospel texts studied, and compare their own ideas with ways in which Christians interpret biblical texts.

## Understand the impact:

Make clear connections between Gospel texts, Jesus' 'good news' and how Christians live in the Christian community and in their individual lives.

## Make connections:

Make connections between Christian teachings (e.g. about peace, forgiveness, healing) and the issues, problems and opportunities in the world today, including their own lives.

### Term 5

**Judaism** – Why is the Torah important to Jewish people?

### Make sense of belief:

Identify and explain Jewish beliefs about God.

Give examples of some texts that say what God is like and explain how Jewish people interpret them

## Understand the impact:

Make clear connections between Jewish beliefs about the Torah and how they use and treat it.

Make clear connections between Jewish commandments and how Jews live (e.g. in relation to Kosher laws)

Give evidence and examples to show how Jewish people put their beliefs into practice in different ways (e.g. some differences between Orthodox and Progressive Jewish practice)

#### Make connections:

Make connections between Jewish beliefs studied and explain how and why they are important to Jewish people today

Reflect on the value of tradition, ritual community and study in the lives of Jews today and articulate on how valuable they are to those who are not Jewish.

### Term 6

What matters most to Humanists and Christians?

### Make sense of belief:

Identify and explain beliefs about why people are good and bad

Make links with sources of authority that tell people how to be good

### Understand the impact:

Make clear connections between Christian and Humanist ideas about being good and how people live

Suggest reasons why it might be helpful to follow a moral code and why it might be difficult, offering different points of view

### Make connections:

Raise important questions and suggest answers about how and why people should be good

Make connections between the values studied and their own lives, and their importance in the world today, giving good reasons for their views.

	R.E. Knowledge Gained: Impact					
To know some words Christians	To know the meaning of the word	To know the Five Pillars of Islam	To know the events of Holy Week	To know what Jewish people	To know what Christians mean	
use to describe God, using the	Incarnation		and their significance in the	believe about God	about humans being made in the	
bible to help.		To know and describe some	Christian faith.		image of God (Genesis 1:28) and	
	To know the meaning of the word	festivals celebrated by Muslims		To know what Jewish people	being 'fallen' (Genesis 3)	
To know what being 'holy' means	'Messiah'		To know the historical facts behind	believe about the Torah and how		
		To know the significance of the	the trial of Jesus and the people	they use & treat it	To know differences and	
To know how different parts of a	To know how the story of Jesus'	festivals celebrated.	involved.		similarities between Christian and	
cathedral are build to express God	birth fits in the big story of the			To know how the commandments	Humanist values	
being holy and loving.	bible – e.g. a promise from God to	To know ways in which Muslims	To know the significance of The	affect how Jewish people live		
	the Israelites	live in Britain in contrast to other	Last Supper and how this is		To know what a moral code is and	
To know why it is important for		faiths	celebrated today.	To know the difference between	why it might be difficult to follow	
Christians to believe God is both	To know the significance of			Orthodox and Progressive Jewish		
holy <i>and</i> loving.	Christmas to Christians	To know how Muslims put their	To know the meaning of	practice	To know their own views and	
		beliefs into practice today	'Salvation' to Christians		ideas about what values they hold	
	To know which parts of the			To know the value of tradition in	and how these values make a	
	Christmas story Jews believe to be		To know what impact living in the	Jewish communities	difference to their lives	
	true and which they don't.		light of 'What would Jesus do?'			
			has on Christians			

		Musical skills	: Implementation		
Term 1 Coded musical messages and notation	<b>Term 2</b> Evolution of Music	Term 3 Egyptian music/ own composition	<b>Term 4</b> Old Music Hall songs	<b>Term 5</b> Songs from 'Oliver!'	<b>Term 6</b> Production songs
Use and develop an understanding of formal, written notation which includes staff, semibreves and dotted crotchets  Improvise and compose music for a range of purposes using the inter-related dimensions of music  Create a simple composition and record using formal notation  Recognise a range of musical instruments and the different sounds they make	Develop an increasing understanding of the history and context of music  Appropriately discuss the dimensions of music and recognise them in music heard (Dynamics, Tempo, Pitch, Duration, Texture)  Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians	Use and develop an understanding of formal, written notation which includes staff, semibreves and dotted crotchets  Improvise and compose music for a range of purposes using the inter-related dimensions of music  Create a simple composition and record using formal notation  Confidently recognise a range of musical instruments and the different sounds they make	Deepen an understanding of how pulse, rhythm and pitch work together  Listen with attention to detail and recall sounds with increasing aural memory and accuracy  Sing as part of an ensemble with full confidence and precision  Sing songs with multiple parts with full confidence	Deepen an understanding of how pulse, rhythm and pitch work together  Listen with attention to detail and recall sounds with increasing aural memory and accuracy  Sing as part of an ensemble with full confidence and precision  Sing songs with multiple parts with full confidence	Deepen an understanding of how pulse, rhythm and pitch work together  Listen with attention to detail and recall sounds with increasing aural memory and accuracy  Sing as part of an ensemble with full confidence and precision  Sing songs with multiple parts with full confidence
		<u> Musical Knowledg</u>			
To know what rhythm and pulse are.	To know the differences between genres of music.	To know what a composition is.	To begin to sing with full confidence and expression To begin to describe the	To know how to sing with confidence and expression	To know how to sing with full confidence and expression
To know what improvisation means.	To know the significance of different traditions of music	To know where the notes go on a stave.	structure of songs To begin to keep a separate part going when performing	To know how to describe the structure of songs	To know how to describe the structure of songs accurately To keep a separate part going
To know how to improvise music for a purpose  To begin to know where the notes go on a stave.	To know significant composers of music	To know what timbre in music means	multiple parts as a group	To know how to keep a separate part going accurately when performing multiple parts as a group	accurately when performing multiple parts as a group

P.S.H.E skills:	<b>Implementation</b>
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and inner coach in order to manage		might do this, e.g. through			Piece 3
any heightened anxiety		sponsorship			Describe how a baby develops
3 3		' '			from conception through the nine
					months of pregnancy and how it
					is born
					Piece 4
					Understand how being physically
					attracted to someone changes the
					nature of the relationship and
					what that might mean about
					having a girlfriend/boyfriend
					Piece 5
					Become aware of the importance
					of a positive self-esteem and what
					I can do to develop it
					Piece 6
					Identify what I am looking
					forward to and what worries me
					about the transition to secondary
					school for moving to my next
					class.
	<u> </u>	D C II E Ko andada	n Carlor of	<u> </u>	Citass.
		<u>P.S.H.E Knowledg</u>			
To know what I value about my school and	To know an increasing range of	To know an increasing range of			
hopes for the year	vocabulary to describe my feelings	vocabulary to describe my feelings			
To know what my rights and responsibilities are	To know strategies for managing	To know what opportunities I have	To know how to make an informed	To recognise when I feel unsafe	To know how to express my feeling
u e	bullying situations	and how to build my future	decision	online	about changes in puberty
To know how my actions affect me and others					
To know now my accords affect the and outers	To know about my own and others	To know what motivates me to	To use strategies to keep myself	To use strategies to build my self-	To know what the human body is
To know how to contribute in a group and	cultures	support others	calm in an emergency	esteem	capable of during reproduction
work best together					
2222 8090888	To show a respect of my own and	To know what different jobs	To know and respect my body and	To know what things I can do to	To know my own self-worth
To know how democracy benefits the school	others cultures and races	contribute to society	how I view it	reduce my screen time	j ,
To know the universal rights for children.					
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P.E. skills:	<b>Implementation</b>
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<b>Term 1</b> Rugby	<b>Term 2</b> Gymnastic	<b>Term 3</b> Dance	<b>Term 4</b> Vollyball	<b>Term 5</b> Athletics	<b>Term 6</b> OAA
To use defensive positions to mark and tag an attacker.	The key steps to perform a round- off.	To communicate the theme of heroes through our dance.	Not available yet	To run for speed & distance on our own and as part of a team.	To explore different ways of communicating with a blindfolded partner.
To pass a ball accurately and consistently while on the move.  To defend as part of a team to deny	To create and perform a partner sequence using symmetry.  To create and perform a partner	To manipulate and develop actions using a range of devices.  To create interesting and varied		Pacing our run over longer distances.  Different jumping styles and	To follow a designated route at maximum speed and complete a task safely.
To defend as part of a team to deny space to the attacking team.  To use a pop pass over short distances to create an explosive run.  To move the ball quickly using the 'magic diamond' formation.  to use the 3 step and pass rule with some confidence  To create attacking continuity by supporting the player with the ball.  To use set plays in attack to create space for the ball carrier.  To develop the 3-step rule, compare and contrasting to the 3-second pass option  To attack the space as a ball carrier to create scoring opportunities.	To create and perform a partner sequence using asymmetry.  To perform a counter-balance with a partner.  To perform smooth transitions between counterbalances using different levels.  To evaluate each other's work and suggest improvements.  To perform a 10-element sequence using both floor and apparatus.  To perform with equipment and respond creatively to music.  To create judging criteria and assess performances against it.  To create and perform interesting patterns as part of a group.	To create interesting and varied dance actions as a group using levels.  To use jumps to bring power and energy to our dance phrase.  To show the theme of an attack, performing at a low level.  To work effectively with others to improve movement quality and performance.  To portray the theme of gangs through our movements and gestures.  To use devices such as contrast and variation in a group dance.  To use formations to demonstrate tension in relationships between performers.		Different jumping styles and exploring which ones we can jump further with  To use the push-throw technique.  To exchange a baton within a restricted area.  To design a running, jumping or throwing activity for others using the STEP principle.  Sprint start technique to increase our running speed.  The three phrases of triple jump.  The heave throw technique and what it is used for.  To assess our own ability to play our role in parlauff.	task safely.  To use memory methods to recall different objects whilst navigating.  To use clear communication to recreate a shape from memory.  To use imagination and creative thinking to create the tallest marshmallow tower.  To send and interpret messages using Morse code.  To work with a partner to successfully orient and follow a map.  To identify objects for a scavenger hunt from a written description.  To safely perform a pyramid balance in a small group.
To change from an attacking to a defensive formation when your team loses possession.  To observe and analyse our classmate's performance.	To select and apply the appropriate walk and presentation to start a sequence.  To perform a 10-element sequence with a 1-minute time limit.	To use claps, stamps and slaps to perform a live aural setting.  To dance as opposing gangs attacking each other.  To show performance qualities in our gang dance and evaluate our work.		The scissor jump technique and when it would be used in athletics.  To record and relay results over a range of track and field events.	To work efficiently as part of a team to complete a range of tasks.  To create a fun and challenging game for others to complete.  To listen to others to refine and adapt ideas to complete a complex task
		VVOIN			complex was

P.E. Knowledge Gained: Impact					
Head – Use STEP principle to plan a warm-up.	Head — Compose a sequence that will achieve the highest score against the criteria.	Head – Identify in others and self where good performance qualities are achieved.		Head – Accurately and confidently record multiple scores under pressure.	Head – Use knowledge of games in PE to suggest adaptations and variations to activities.
Hand – Use speed and agility in gameplay.  Heart – Suggest ways to improve set plays	Hand – Perform increasingly complex sequences.  Heart – Work independently and in small groups to make up sequences to perform to an audience	Hand – Practise and refine coordination skills through activities such as live aural setting.  Heart – Use facial expressions to communicate emotion and a further narrative.		Hand – Combine different jumping skills to accurately replicate the triple jump technique.  Heart – Judge your strengths and weaknesses to fulfil your role in a running challenge.	Hand – Refine and adapt ideas in group tasks.  Heart – Takes responsibility for a role in a task.

French skills:	<b>Implementation</b>
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Term 1
La date
(The Date)

Term 2
As-tu un animal?
(Do You Have a Pet?)

Term 3
Boucle d'or et les Trois
Ours
(Goldilocks and the Three

Bears)

Term 4 Les vêtements (Clothes) Term 5
Les Jeux olympiques
(The Olympics)

Term 6 Traditions et Célébrations (Traditions & Celebrations)

Listen attentively to spoken language and show understanding by joining in and responding

Explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words

Engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help

Speak in sentences, using familiar vocabulary, phrases and basic language structures

Develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases

Present ideas and information orally to a range of audiences\*

Read carefully and show understanding of words, phrases and simple writing

Appreciate stories, songs, poems and rhymes in the language

Broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary

Write phrases from memory, and adapt these to create new sentences, to express ideas clearly

Describe people, places, things and actions orally\* and in writing

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.

<u>French Knowledge Gained:</u>						
To know the 7 days of the week in	To be able to say what pet I do	To learn new vocabulary through	To know at least 10 nouns for	To know 10 Olympic sports with	To know all about the festival 'Le	
French.	not have in French	the story and use picture cards to prompt	items of clothing and their determiners	the correct determiners.	Carnaval de Nice'.	
To know the 12 months of the year in	To be able to say what my pet is			To know how to say I do and I	To know all about the celebration	
French.	called in French.	To be able to re-write parts of the story using the new vocabulary I	To know how to say what I am wearing in French using the verb	do not do a particular sport using the verb 'faire' (to do) in French.	'La Fête des Rois'	
To answer the question 'Quelle est la	To be able to say 'I have a pet' in	have learnt	'je porte' (I wear)		To know all about the tradition	
date aujourd'hui?' (What is the date today?).	French.		plus the item of clothing.	To know that adjectives can change spelling in French	'Le Poisson d'avril'.	
	To revise 8 common pets in French			depending on the gender of the	To know all about the celebration	
To ask and answer the question 'C'est quand ton anniversaire ?' (When is	with their determiners.		To know to use all my new knowledge in French to describe	object being described.	'La fête nationale française'.	
your birthday?)	To be able to integrate the conjunction 'et' (and) and 'mais' (but) accurately into my work.		what I am packing in my suitcase for a holiday.		To know all about the tradition 'Le jour de l'Armistice'.	

Forest School skills and activities: Implementation					
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<ul> <li>Using your body over the styles</li> <li>Getting ready independently</li> <li>Foraging for wild fruit and harvest- blackberries</li> <li>Survival and Foraging</li> <li>Using natural and found resources</li> <li>Make do and Mend</li> </ul>	<ul> <li>Compass and map skills to the woods.</li> <li>Learning to find North on a compass.</li> <li>Making 3D story maps</li> <li>Victorian railway life</li> <li>Building of the Victorian train line</li> <li>Victorian cooking over fires</li> <li>Folk Tales</li> </ul>	<ul> <li>making plaster/mud footprints</li> <li>Plant and fern identification</li> <li>Fire making: independent use of flint and steels, using different tinders</li> <li>King Alfred's cake identification</li> </ul>	Exploring the stream in the woods/ looking at the River Medway as a comparison to the Amazon  Emergence of spring, new shoots  identifying trees in winter first blossoms,  Identifying birds and eggs.  Easter bonnets out of ivy and sticky weed.  Making drink out of sticky weed.  Bow saws- working in pairs.	<ul> <li>3D map</li> <li>Games: you are only safe giants, wizards, elves games, parachute games</li> <li>Making shelters in the woods.</li> <li>Knot tying</li> <li>Making rain gauges and monitoring rain fall at Forest School site.</li> </ul>	<ul> <li>Water conservations</li> <li>looking at the river         Medway, longer walk         round and across the         river</li> <li>Using tools- peelers to         whittle wood</li> <li>Making with clay, drying         it on the fire,</li> <li>Making and using         charcoal to decorate with         clay.</li> <li>Transitions fire at the         final session.</li> </ul>
Forest School Knowledge Gained and <mark>Impact</mark> seen in weekly <u>newsletter</u> updates.					