



Curriculum Overview



Geography

- Coastal features, climate and type of land during Anglo Saxon and Vikings time.
- Landmarks, human and physical features based on Laches Wood.
- Compass directions; describe locations and features on a map.
- Investigate countries of the British Empire in Victorian times.
- Compare Britain with another country in the Empire.
- Research bordering countries to Egypt and plan a journey to another part of the world taking account of distance and time.
- Investigate mountains of the world.

History

- Anglo Saxon and Viking timeline.
- Key events and lives of significant people during this time.
- Research into settlements, food, life, weapons, Gods, survival etc
- Explore Sutton Hoo Enquiry and stories left behind.
- Compare historical periods and changes over time.
- Research Victorian era, how Parliament affects decision making, conditions for children, crime and punishment.
- Study ancient Egypt civilisation, pyramids, treasure, kingdoms, Pharaoh, hieroglyphics and Egyptian Gods.

Science

- Properties and changes of materials. Compare and group everyday materials based on their properties.
- Animals, including humans, describe changes as humans develop.
- Living things and their habitats, describe differences in life cycles of mammals, describe processes of reproduction in plants and animals.
- Forces. Learn about gravity, effects of air and water resistance.
- Earth and Space, describe movement of air and planets relative to the sun, describe sun earth and moon as spherical bubbles.

ART

- Create simple Anglo Saxon style purses and bags using sewing skills.
- Christmas Crafts, design and produce Christmas cards, investigate how to scan images and take digital photographs to create artwork.
- Produce portraits of Queen Victoria using shading to create mood and feeling.
- Study work of William Morris.
- Study hieroglyphics, papyrus scrolls and sculpt salt dough to make amulets.

MFL

- Greetings and consolidation of French verbs
- Learn about school objects, food and giving opinions.
- Learn about places in towns and give directions and timings.
- Learn about activities on holidays.
- Learn vocabulary related to homes.

DT

- Design and build Anglo Saxon settlements.
- Design Christmas crafts.
- Design and sew Victorian samplers for Mother's Day cards
- Design and make Egyptian jewellery, God and death masks using mouldable materials.
- Experiment with Egyptian cooking, plan and evaluate product.

RE

- Explore literature found in sacred books, the symbolic use of objects and the diversity of a range of religious traditions in Hinduism, Christianity, Islam and Judaism.
- Explore the origins of sacred writings
- Investigate the life of a person who has been inspired by their faith

Music

- Performing, singing, improvisation, recognise structural forms eg variations and rounds.

Computing

- Computer science, design, write and debug programs and design sequence of instructions.
- Measure sound, light and temperature using sensors.
- Explain how algorithms work.

PSHE

- Me and my school, things we are good at and can improve on., contributions to school life.
- Happy and Healthy Me, focus on healthy life style, emotional health and puberty.
- Me in the World, rules and Parliament, functions of cheques, credit cards etc and money supports the community.