

**RGTSA**

Royal Greenwich Teaching School Alliance

# Thematic Curriculum Overview 2014-15

## Royal Greenwich Teaching School Alliance – KS1 & 2 Thematic Curriculum Overview

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	<p><i>Julia Donaldson's World of Animals</i></p> <p><b>Texts:</b> 'The Smartest Giant in Town', 'The Snail and the Whale' and 'Tiddler'</p> <p><b>English:</b> Labelling the giants smart clothes, inventory for old clothes, captions for photos of improvisations in role, instructions for how to rescue a whale, narrative based on Tiddler (changing the setting and type of animal), senses poem</p> <p><b>Science:</b> human body, skeleton, senses &amp; seasonal changes (ongoing)</p> <p><b>Geography:</b> the world's 7 continents and 5 oceans, using world maps, atlases and globes, locating hot and cold places around the world (Equator, North and South Poles)</p> <p><b>Art:</b> Self-portraits – drawing skills</p> <p><b>IT &amp; Computing:</b> Image and sound – create a comic strip retelling a Julia Donaldson story</p> <p><b>Music:</b> Carnival of the Animals – exploring instruments and symbols, un-tuned percussion composition</p> <p><b>PE:</b> Dance - Carnival of the Animals Games – large ball skills and games</p> <p><b>Trips:</b> National Portrait Gallery, local environment science fieldtrip</p>	<p><i>Travelling through time</i></p> <p><b>Texts:</b> Information books about transport now in the past, the first aeroplane flight/car/fire engine, etc.</p> <p><b>English:</b> Instructions for making a vehicle, transport poems with different structures and patterns and report about how one type of transport has changed over the years, e.g. cars</p> <p><b>Science:</b> suitability of everyday materials for particular purposes, changing the shape of solid objects</p> <p><b>History:</b> transport over the years – significant events and changes within living memory</p> <p><b>DT:</b> Mechanisms - making vehicles</p> <p><b>IT &amp; Computing:</b> Internet – safari, research project about transport over the years</p> <p><b>Music:</b> transport sounds - exploring pulse and rhythm (un-tuned percussion performing)</p> <p><b>PE:</b> Gymnastics – pathways, straight, zig-zag and curving Games – throwing, catching, inventing small games</p> <p><b>Trips:</b> London Transport Museum, The Cutty Sark, visit from the Fire Brigade</p>	<p><i>The Land of the Dinosaurs</i></p> <p><b>Texts:</b> Information books about dinosaurs, fossils, rocks, soil, minerals, the formation of the earth and volcanoes</p> <p><b>English:</b> Media presentation about Volcanoes and Earthquakes and 'Top Trumps' dinosaur game</p> <p><b>Science:</b> rocks, soils, fossils</p> <p><b>History:</b> Natural history of the planet Earth – chronology of key events before the first humans</p> <p><b>Geography (enquiry about volcanoes):</b> mapping dinosaur finds around the world (continents &amp; countries), the distribution of minerals around the world, volcanoes &amp; earthquakes</p> <p><b>Art:</b> Leo Sewell – 3D sculptures, junk dinosaurs</p> <p><b>IT &amp; Computing(enquiry):</b> Productivity – presentation about the formation of volcanoes &amp; earthquakes ('Keynote' or 'Powerpoint')</p> <p><b>Music:</b> exploring descriptive sounds (vocal composition)</p> <p><b>PE:</b> Swimming/Gymnastics – stretching, curling, arching Games – cricket</p> <p><b>Trips:</b> Natural History Museum – palaeontology &amp; fossils, environmental curriculum centre – rocks and soils</p>	<p><i>World War II</i> (a study of a significant turning point in British History)</p> <p><b>Texts:</b> Information books about World War II, evacuees, rationing, Anne Frank's diary, the Blitz, sound, the ear, etc.</p> <p><b>English:</b> Character sketch deduced from a World War II text, story set in World War II and oral &amp; written news report about the Blitz</p> <p><b>Science:</b> sound – vibrations, hearing, identifying patterns in pitch, distance and volume</p> <p><b>Geography:</b> Maps of Europe (including Russia) during the war and modern day, identifying countries, major cities and changes in boundaries and countries</p> <p><b>History (Enquiry):</b> World War II – a study of a significant turning point in British History, remembrance, evacuations, rationing, the Blitz</p> <p><b>Art:</b> Paul Nash – 'Totes Meer' (Dead Sea) (compositions and symbolism) – drawing</p> <p><b>IT &amp; Computing:</b> Productivity – to plan and consider different costs for a weeks food for a family using rations (Excel/Numbers)</p> <p><b>Music:</b> WW2 songs – exploring melodies and scales (vocal performing)</p> <p><b>PE:</b> Dance – WW2 dances, Lindy Hop, Jitterbug, etc. Outdoor – games, Hockey</p> <p><b>Trips:</b> WW2 day at Wrotham Outdoor Centre, Firepower at Woolwich Arsenal, Imperial War Museum</p>	<p><i>Ancient Greece</i></p> <p><b>Texts:</b> Information books about Ancient Greece, famous Greeks, reversible and irreversible changes in materials</p> <p><b>English:</b> Greek word origins, oral debate about differing views/opinions</p> <p><b>Science:</b> reversible and irreversible changes in materials – dissolving, filtering, sieving, evaporating, burning, oxidation, action of acid</p> <p><b>History (Enquiry):</b> Ancient Greece – a study of Greek life and their achievements and influence on the western world: first Olympic Games, great philosophers, mathematicians, scientists, architecture, society/democracy, art, culture, etc.</p> <p><b>DT:</b> Cooking and Nutrition – Greek Food</p> <p><b>IT &amp; Computing:</b> Visual Coding – create simple maze following game – the minotaur's maze (Scratch, 2Dly)</p> <p><b>Music:</b> Greek music – exploring rhythm and pulse (un-tuned percussion)</p> <p><b>PE:</b> Dance – Greek dances Outdoor – games, tag rugby</p> <p><b>Trips:</b> Ancient Greece exhibition at the British Museum</p>	<p><i>Mountain Explorers</i></p> <p><b>Texts:</b> Information books about mountain ranges, famous mountain explorers, mountaineering, skiing, circulatory system, blood, exercise, drugs and diet</p> <p><b>English:</b> explanation text about the circulatory system, biography of a famous mountain explorer, video documentary about an explorer</p> <p><b>Science:</b> circulatory system, function of the heart, blood vessels and blood, impact of diet, exercise, drugs &amp; lifestyle on the way their body functions, how nutrients &amp; water are transported within animals</p> <p><b>History:</b> using primary and secondary sources to research historical explorers</p> <p><b>Geography (Enquiry):</b> locating mountain ranges across the UK, using topographical Ordnance Survey maps (4 fig. grid references), famous mountain explorers, mountain environments, land use, economic activity, tourism, farming, how mountains are formed</p> <p><b>Art:</b> : Hokusai – screen printing mountain landscapes</p> <p><b>IT &amp; Computing:</b> Image and sound – creating a documentary about a mountain explorer, interviews, cutaways and voice overs (iMovie)</p> <p><b>Music:</b> exploring lyrics and melody (vocal composition)</p> <p><b>PE:</b> Dance – mountain explorers Outdoor – games, high 5 netball</p> <p><b>Trips:</b> Local climbing wall and sailing trip, Science Museum – 'Glorious Blood' show, 'The Human Body Day'</p>
	<p><i>Starry, Starry Night</i></p> <p><b>Texts:</b> Information books about space and animals</p> <p><b>English:</b> Non-chronological report about Space, Science fiction adventure story or Winter poems</p> <p><b>Science:</b> animals - naming &amp; identifying 5 main animal kingdoms, internal and external structure of animals, carnivores, herbivores &amp; omnivores and seasonal changes (ongoing)</p> <p><b>History:</b> the history of space travel and the study of Neil Armstrong</p> <p><b>Art:</b> Vincent Van Gogh, 'Starry, Starry Night' – painting skills, colour mixing (adding black and white)</p> <p><b>IT &amp; Computing:</b> Internet – gathering information about space, Neil Armstrong &amp; animals</p> <p><b>Music:</b> 'The Disappearing Space Craft' – Exploring duration, vocal performing</p> <p><b>PE:</b> Gym – 'Flight', bouncing, jumping and landing Games – throwing and catching, aiming games</p> <p><b>Trips:</b> Royal Greenwich Observatory, local environment science fieldtrip</p>	<p><i>Media and Communication</i></p> <p><b>Texts:</b> Information books about</p> <p><b>English:</b> Emailing children at a school in another country, persuading them to come to London for a holiday, persuasive voiceover for an advert, persuasive email to children in another country, oral weather forecast and oral news report</p> <p><b>Science:</b> suitability of everyday materials for particular purposes, changing the shape of solid objects</p> <p><b>History:</b> About inventors who have made famous communication inventions, how communication has changed through the ages</p> <p><b>Geography:</b> oral reporting on local or world news events, sound map/plan of the school, languages around the world, emailing a school in another country</p> <p><b>Art:</b> How artists communicate a mood, feeling or idea – selecting own medium</p> <p><b>IT &amp; Computing:</b> Code – create a list of LOGO commands and resulting shape drawn on the on screen turtle (LOGO)</p> <p><b>Music:</b> exploring duration (vocal performing)</p> <p><b>PE:</b> Gymnastics – spinning, turning and twisting Outdoor – making up games with a partner, aiming, kicking and hitting</p> <p><b>Trips:</b> Local art studios</p>	<p><i>Good to be Green!</i></p> <p><b>Texts:</b> Information books about energy, minerals, food sources around the world, water, famine, drought, pollution, recycling, human body, skeletons, muscles, food groups</p> <p><b>English:</b> Explanation text about Pollution, persuasive letter to the local council and a report about what animals eat</p> <p><b>Science:</b> animals – nutrition, skeletons &amp; muscles</p> <p><b>Geography (Enquiry):</b> recycling, pollution (local area study) - fieldwork to observe, measure, record and present the human and physical features using a range of methods, including sketch maps, plans and graphs, and digital technologies, e.g. traffic survey, noise pollution, building use</p> <p><b>DT:</b> Pneumatics – moving toys made from recyclable materials</p> <p><b>IT &amp; Computing:</b> Control – create a robot vs robot football game (LEGO, 'Wedo')</p> <p><b>Music:</b> exploring rhythmic patterns(un-tuned percussion exploring)</p> <p><b>PE:</b> Swimming/Dance – recycling machines Games – football</p> <p><b>Trips:</b> geography field trip</p>	<p><i>Energy</i></p> <p><b>Texts:</b> Information books about different forms of energy – electrical, sound, light, thermal, electrical, chemical, potential, nuclear – wind farms, water turbines, oil, coal, solar power, fracking</p> <p><b>English:</b> oral debate/discussion about 'fracking' and 'persuasive letter to headteacher to convert to solar energy</p> <p><b>Science:</b> electricity – appliances, simple series circuits, switches, conductors and insulators</p> <p><b>Geography (enquiry):</b> locating the distribution of natural energy resources around the world, learning about different types of energy, what they are used for, the positive and negative effects on the environment, how much different countries rely on their natural energy resources (economic activity)</p> <p><b>DT:</b> Control – design and make an energy game using electrical circuits, buzzers/switches, etc.</p> <p><b>IT &amp; Computing:</b> Internet – to make a wiki of useful web links as part of an enquiry into a form of energy</p> <p><b>Music:</b> exploring descriptive sounds (un-tuned percussion performing)</p> <p><b>PE:</b> Dance – types of energy Outdoor – games, football</p> <p><b>Trips:</b> Littlebrook Power Station in Dartford</p>	<p><i>Ancient Greece</i></p> <p><b>Texts:</b> Information books about Ancient Greece, famous Greeks, reversible and irreversible changes in materials</p> <p><b>English:</b> explanation text about the top 5 Ancient Greek inventions (thermometer, alarm clock, vending machine, geographical map, the anchor), magazine article about how Ancient Greece has influenced the western world</p> <p><b>Science:</b> reversible and irreversible changes in materials – burning, oxidation, action of acid</p> <p><b>History (Enquiry):</b> Ancient Greece – a study of Greek life and their achievements and influence on the western world: first Olympic Games, great philosophers, mathematicians, scientists, architecture, society/democracy, art, culture, etc.</p> <p><b>DT:</b> Materials/structures – recreating Ancient Greek buildings using columns, e.g. the Parthenon</p> <p><b>IT &amp; Computing:</b> Productivity – create an interactive iBook for iPads about Ancient Greek life</p> <p><b>Music:</b> exploring rounds (vocal performing)</p> <p><b>PE:</b> Indoor – circuit training Outdoor – games, cricket</p> <p><b>Trips:</b> Freshwater Theatre Company (historical drama)</p>	<p><i>History of Royal Greenwich</i></p> <p><b>Texts:</b> Information books about the history of Greenwich, significant buildings, events, Cutty Sark, Eltham Palace, etc. evolution, fossils, adaptation, inheritance, Charles Darwin, Alfred Wallace, Mary Anning</p> <p><b>English:</b> Chronological report about the history of Royal Greenwich, explanation text about how animals and plants are adapted to their environment, biography of Charles Darwin</p> <p><b>Science:</b> evolution of living things, fossils, inherited features, how adaptations can lead to evolution, Charles Darwin, Alfred Wallace, Mary Anning</p> <p><b>Geography:</b> Locating key historical buildings/places on Ordnance Survey maps of the local area, using 4 fig. grid references, orienteering using 8 points of a compass to find significant places/buildings, locating counties and cities in the UK identifying key historical sites</p> <p><b>History:</b> a local history study, e.g. Royal Greenwich – study over time tracing how several aspects of national history are reflected in the locality</p> <p><b>DT:</b> Mechanisms – to invent a toy using cams for a purpose</p> <p><b>IT &amp; Computing:</b> Productivity – create a mock website on the History of Royal Greenwich using 'Keynote'</p> <p><b>Music:</b> performing together (tuned percussion performing)</p> <p><b>PE:</b> Gymnastics – flight Outdoor – games, Tag Rugby</p> <p><b>Trips:</b> geography fieldwork - orienteering in Greenwich Town centre, Natural History Museum – evolution exhibition</p>

Spring	<i>London Long Ago...</i>	<i>Healthy Living</i>	<i>Prehistoric Britain</i>	<i>Romans</i>	<i>The Ancient Kingdom of Benin</i>	<i>Classifying Living Things</i>
	<p><b>Texts:</b> Information books about HenryVIII, the Great Fire of London, Palaces and Castles, materials</p> <p><b>English:</b> Recounting a trip to Eltham Palace and glossary of objects and the materials they are made from (explaining)</p> <p><b>Science:</b> Everyday materials - identifying, describing properties, sorting and seasonal changes (ongoing)</p> <p><b>History:</b> the life of King Henry VIII &amp; the Great Fire of London - significant historical people, events and places in their own locality</p> <p><b>DT:</b> Structures – building one of Henry's castles</p> <p><b>IT &amp; Computing:</b> Code – using a keyboard to type information about the past</p> <p><b>Music:</b> Tudor music - exploring pulse and rhythm, un-tuned percussion</p> <p><b>PE:</b> Dance – Tudor dancing Games – Bat and ball skills and games <b>Trips:</b> Eltham Palace, Tower of London, Monument, Pudding Lane, Museum of London</p>	<p><b>Texts:</b> Information books about nurses, hospitals, keeping fit, healthy eating, Florence Nightingale, Mary Seacole, Edith Cavell, Queen Victoria, Queen Elizabeth II, animal life cycles</p> <p><b>English:</b> letter from Florence Nightingale (historical recount), instructions for keeping healthy, explanation text about the lifecycle of an animal</p> <p><b>Science:</b> animals – offspring to adult, basic needs for survival, exercise, diet &amp; hygiene in humans</p> <p><b>History:</b> Comparing nursing from different periods, Edith Cavell (British WWI), Florence Nightingale/Mary Seacole (British Crimean War), nursing today and knowing the Kings/Queens of their time, e.g. Queen Victoria, Elizabeth II</p> <p><b>Art:</b> Paul Gauguin – still life paintings of fruit, colour mixing &amp; first hand observational drawing</p> <p><b>IT &amp; Computing:</b> Image &amp; sound – create a simple story about an emergency using animation ('I can animate', 'iMovie', 'iPhoto')</p> <p><b>Music:</b> - exploring pitch (tuned percussion performing)</p> <p><b>PE:</b> Gymnastics – parts high, parts low Games – dribbling, kicking, hitting</p> <p><b>Trips:</b> Heritage Centre, nurse/doctor to visit school</p>	<p><b>Texts:</b> Information books about light, shadows, how we see, reflections, Stone Age, Bronze Age, Iron Age, Stonehenge, Skara Brae, Hill forts, Archaeologists</p> <p><b>English:</b> Explanations of historical artefacts, diary of a hunter/gatherer and instructions for making bread using a quern stone</p> <p><b>Science:</b> light – seeing, darkness, reflected light, dangers, formation of shadows, investigating size of shadows</p> <p><b>History (enquiry – Skara Brae/Stonehenge):</b> changes in Britain from the Stone Age to the Iron Age – hunter-gathers, farming, settlements, religion, art</p> <p><b>Art:</b> Cave drawings – charcoal &amp; clay pigment</p> <p><b>IT &amp; Computing:</b> Image &amp; sound – to create a sequence of loops to accompany a video of their own cave art</p> <p><b>Music:</b> exploring Pentatonic Scales (tuned percussion performing)</p> <p><b>PE:</b> Swimming/Gymnastics – stretching, curling, arching Outdoor adventurous activities – Team building &amp; Problem Solving</p> <p><b>Trips:</b> Museum of London – Prehistoric Settlement in the Thames Valley session</p>	<p><b>Texts:</b> Information books about Roman Empire, Roman army, Julius Caesar, Boudica, Claudius, solids, liquids, gases, healing, cooling, changing states</p> <p><b>English:</b> Performing a short play about the life of Julius Caesar (based on their enquiry), letter from Julius Caesar</p> <p><b>Science:</b> solids, liquids &amp; gases, heating, cooling, boiling point, freezing point</p> <p><b>Geography:</b> Locating the Roman Empire on a world map</p> <p><b>History (Enquiry):</b> the Roman Empire and its impact on Britain – evidence of the Romans, Roman armies, Julius Caesar's attempted invasion, Claudius, Hadrian's Wall, Boudica</p> <p><b>Art:</b> Collage – Roman mosaics (focus on intricate patterns and pictures)</p> <p><b>IT &amp; Computing:</b> Visual Coding – create a simple animation to tell the story of Boudica</p> <p><b>Music:</b> exploring arrangements (tuned percussion performing)</p> <p><b>PE:</b> Gymnastics – balance Outdoor – games, netball</p> <p><b>Trips:</b> Museum of London – Roman Costume workshop or they can visit school 'Roman London Performance'</p>	<p><b>Texts:</b> Information books about the Ancient Kingdom of Benin, Nigeria, gravity, air resistance, water resistance, friction, Galileo, Isaac Newton, gears, pulleys, levers and springs</p> <p><b>English:</b> Persuasive page from a travel brochure about Nigeria, historical report about the apartheid in South Africa, diary of a slave, oral storytelling and biography about Sir Isaac Newton</p> <p><b>Science:</b> Forces – gravity, air resistance, water resistance, friction, Galileo, Isaac Newton, gears, pulleys, levers and springs</p> <p><b>Geography (Enquiry):</b> locating the continent of Africa, it's countries and capital cities, locating the ancient kingdom on a map (Nigeria today – not where Benin the country is today), identifying physical features of Nigeria and relating this to how people lived during ancient times, e.g. types of settlements, land use</p> <p><b>History:</b> The Ancient Kingdom of Benin – a study of a non-European society – Obas, storytellers, art, traders, farmers, slaves, warriors, gods and goddesses</p> <p><b>Art:</b> Sculpture and collage – Picasso: African masquerade masks, papier mache and range of materials</p> <p><b>IT &amp; Computing:</b> Internet – to create an APP with information about the Ancient Kingdom of Benin (appshed.com)</p> <p><b>Music:</b> exploring lyrics and melody (vocal composition)</p> <p><b>PE:</b> Dance – African dance Outdoor – games, basketball</p> <p><b>Trips:</b> The Horniman Museum or the British Museum</p>	<p><b>Texts:</b> Information books about <b>English:</b> Science: classification of microorganisms, plants and animals, classification system, Carl Linnaeus</p> <p><b>Geography (Enquiry):</b> Locating where different species of plants and animals are naturally found around the world – seas, oceans, continents, countries, habitats – describing in relation to Equator, Northern/Southern Hemisphere, Arctic/Antarctic Circles, climate zones, etc.</p> <p><b>Art:</b> Sculpture - Nancy Holt/Robert Smithson (land artists), photography and clay</p> <p><b>IT &amp; Computing:</b> Internet – to create an app to document school journey (appshed.com)</p> <p><b>Music:</b> exploring rhythm and pulse (un-tuned percussion performing)</p> <p><b>PE:</b> Indoor – fitness training, circuits Outdoor – games, volleyball</p> <p><b>Trips:</b> 1 week residential to Swanage</p>
	<p><i>The History of Toys</i></p> <p><b>Texts:</b> Information books about materials and toys</p> <p><b>English:</b> Instructions for making a moving toy and a chronological report about the history of toys,</p> <p><b>Science:</b> Everyday materials - identifying, describing properties, sorting and seasonal changes (ongoing)</p> <p><b>History:</b> Toys, comparisons between old and new – changes in living memory</p> <p><b>DT:</b> Mechanisms – creating a moving toy with levers</p> <p><b>IT &amp; Computing:</b> Control – programming Beebots</p> <p><b>Music:</b> 'The Nutcracker' – exploring instruments and symbols (un-tuned percussion composition)</p> <p><b>PE:</b> Gymnastics – points &amp; patches Games – throwing and catching, aiming games</p> <p><b>Trips:</b> Heritage Centre – hands on session with toys from the past</p>	<p><i>Plants around the World</i></p> <p><b>Texts:</b> Information books about different plants around the world, plant growth, seeds &amp; bulbs, William Morris, printing</p> <p><b>English:</b> Presentation to class about the different types of plants that grow in different regions of the UK/world, plant identification guide and fact file on the main rivers of the United Kingdom</p> <p><b>Science:</b> plant growth, seeds, bulbs, conditions</p> <p><b>Geography:</b> Locating significant physical features of the UK, their names and the country and counties they are in, e.g. Lake District. Locating continents &amp; countries, weather and hot &amp; cold areas of the world in relation to the Equator and North &amp; South Poles</p> <p><b>Art:</b> William Morris - printing: polystyrene tiles and rollers, designing and making floral patterned fabric</p> <p><b>IT &amp; Computing:</b> Control – create own level in A.L.E.X. and write instructions for completing it (Beebots, A.L.E.X., Kodable)</p> <p><b>Music:</b> exploring sounds (un-tuned percussion composition)</p> <p><b>PE:</b> Dance – plant growth Outdoor – group games &amp; inventing rules</p> <p><b>Trips:</b> Kew Gardens, science field trip identifying &amp; collecting plants samples, observational scientific drawings of plants in different habitats, William Morris Gallery or the Victoria and Albert Museum</p>	<p><i>Prehistoric Britain</i></p> <p><b>Texts:</b> Information books about forces, magnetism, Stone Age, Bronze Age, Iron Age, Stonehenge, Skara Brae, Hill forts, Archaeologists</p> <p><b>English:</b> 'Horrible Histories' book about Prehistoric Britain</p> <p><b>Science:</b> Forces &amp; Magnets</p> <p><b>History (enquiry – Skara Brae/Stonehenge):</b> changes in Britain from the Stone Age to the Iron Age – hunter-gathers, farming, settlements, religion, art</p> <p><b>DT:</b> Materials/Structures – designing and making an Iron Age hill fort from wood and stones</p> <p><b>IT &amp; Computing:</b> Code – program a set of repeated commands to draw an image or pattern(LOGO)</p> <p><b>Music:</b> exploring sound colours (un-tuned percussion composition)</p> <p><b>PE:</b> Swimming/Dance – ritual dances Outdoor – Games, basketball</p> <p><b>Trips:</b> Science Museum - Launchpad</p>	<p><i>Romans</i></p> <p><b>Texts:</b> Information books about Roman life, culture, technology, beliefs, mosaics, water cycle, evaporation, condensation, changing states</p> <p><b>English:</b> explanation text about the water cycle, voice-over and oral pitch for a film trailer about Julius Caesar, instructions to find your way from point A to point B in Faringham</p> <p><b>Science:</b> solids, liquids &amp; gases, evaporation, condensation and the water cycle</p> <p><b>Geography:</b> Study of Farningham Village – difference between a city, town and village, eight point compass, orienteering, ordnance survey maps (4 fig. grid references, symbols &amp; keys), sketch maps of human and physical features</p> <p><b>History:</b> the Roman Empire and its impact on Britain – 'Romanisation' of Britain: technology, culture, beliefs</p> <p><b>DT:</b> Mechanisms – pop-up book about a Roman battle</p> <p><b>IT &amp; Computing:</b> Image and sound – create and edit a trailer for a film about Julius Caesar</p> <p><b>Music:</b> exploring signals (vocal composition)</p> <p><b>PE:</b> Indoor – Fitness: aerobics Outdoor Adventurous Activity – orienteering and problem solving</p> <p><b>Trips:</b> geography field trip to Farningham Village (2 days), Lullingstone Roman Villa</p>	<p><i>Forces of Nature</i></p> <p><b>Texts:</b> Information books about global weather, hurricanes, blizzards, floods, drought, tropical climates, temporal climates, tsunamis, seasons, gravity, air resistance, water resistance, friction, Galileo, Isaac Newton, gears, pulleys, levers and springs</p> <p><b>English:</b> discussion text about global warming, script for podcast, explanation text about how a tornado forms</p> <p><b>Science:</b> Forces – gravity, air resistance, water resistance, friction, Galileo, Isaac Newton, gears, pulleys, levers and springs</p> <p><b>Geography (Enquiry):</b> weather around the world (including extreme weather), climate zones (including extreme climates), floods, droughts &amp; famine, biomes, vegetation belts, distribution of water and food, Equator, Tropics, Northern/Southern Hemispheres, Arctic and Antarctic Circle</p> <p><b>Art:</b> How do artists portray weather in their art? – practising different painting techniques, using different paints, e.g. watercolours, acrylic, oil and mixing paint with other mediums, e.g. paint and sand/soil, paint and pen &amp; ink</p> <p><b>IT &amp; Computing:</b> Image and sound – to create a podcast about an extreme weather event</p> <p><b>Music:</b> exploring sound sources (un-tuned percussion composition)</p> <p><b>PE:</b> Indoor – fitness training Outdoor – games, football</p> <p><b>Trips:</b> 'Feel the Force' show at the Science Museum</p>	<p><i>Technology of the Future</i></p> <p><b>Texts:</b> Information books about communication, technology, robotics, coding</p> <p><b>English:</b> grammar revision, discussion text about The 3 Little Pigs (supported writing), discussion text about Red Riding Hood and the Wolf (independent writing), non-chronological report on Techno Robot (supported writing), non-chronological report about the next generation iPhone (independent writing)</p> <p><b>Science:</b> Science revision of KS2 units</p> <p><b>Art/IT:</b> Observational Drawing - David Hockney: landscapes on iPads (Sketchbook Express)</p> <p><b>Music:</b> exploring lyrics and melody (vocal composition)</p> <p><b>PE:</b> Gymnastics – holes and barriers Outdoor – games, hockey</p> <p><b>Trips:</b> Apple store,</p>

<p><b>Summer</b></p>	<p><i>Where in the World are we?</i></p> <p><b>Texts:</b> Information books about plants, our world, England, London, Cities, Towns and villages, atlases and L.S. Lowry  <b>English:</b> Informational poster about Woolwich, plant guides, story based on a Lowry painting  <b>Science:</b> Identifying and naming wild &amp; garden plants, evergreen and deciduous trees, structure of flowering plants and trees, and seasonal changes (ongoing)  <b>Geography:</b> Locating where we are in the world/UK/England/ London/West Thamesmead &amp; Woolwich, study of the physical &amp; human features in the local area. Locating capital cities in the UK and the surrounding seas.  <b>History:</b> L.S. Lowry - study of a significant British artist from the past  <b>Art:</b> : L.S. Lowry – oil pastels/pencil  <b>IT &amp; Computing:</b> Productivity - Pages/Word, producing an informational poster about Woolwich  <b>Music:</b> Songs about the World/Britain/ England/London - Exploring pitch (tuned percussion performing)  <b>PE:</b>  Games – developing partner work  Gymnastics – rocking and rolling  <b>Trips:</b> Geography fieldtrip of the local area, science fieldtrip to Greenwich Park/Environmental Curriculum Centre</p>	<p><i>The Great Explorers!</i></p> <p><b>Texts:</b> Information books about explorers, different continents and countries, weather around the world, atlases, habitats, etc.  <b>English:</b> explorer's diaries, biography of a great explorer, narrative of an expedition  <b>Science:</b> living things and their habitats, needs for survival, food sources and chains, interdependence  <b>Geography:</b> Locating continents, oceans, seas and countries around the world, routes of famous explorers, hot &amp; cold areas of the world in relation to the Equator and North &amp; South Poles  <b>History:</b> Christopher Columbus, Captain James Cook, Caplain Scot &amp; Amundsen - the lives of significant people from the past  <b>Art:</b> Andy Goldsworthy – sculpture/shelter from natural materials  <b>IT &amp; Computing:</b> Visual Coding – to set an explorers trail to produce a picture (Hopscotch)  <b>Music:</b> Music from around the world - Exploring Instruments and Symbols (Tuned Percussion Composition)  <b>PE:</b>  Outdoor – athletics  Gymnastics – linking movements together  <b>Trips:</b> Tudor Explorers' session at the National Maritime Museum (Sir Francis Drake), Oxleas Wood to collect natural material &amp; make shelters/sculptures</p>	<p><i>Ancient Egypt</i></p> <p><b>Texts:</b> Information books about different Ancient civilisations around the world, e.g. Indus Valley, Ancient Sumer, The Shang Dynasty, a range of books on life in Ancient Egypt, plant growth, pollination, germination, seed dispersal, fertilisation, etc.  <b>English:</b> Ancient Egyptian Poems (language play) and creating an information book about Ancient Egypt, with sections about different topics, e.g. pyramids, gods, pharaohs, hieroglyphics, schools, daily life, etc.  <b>Science:</b> flowering plants – parts &amp; functions, requirements for life &amp; growth, transportation and life cycle  <b>Geography:</b> Locating ancient civilisations on a modern day map, identifying continents and countries, identifying the main physical features of Ancient Egypt and the land use, e.g. the importance of the River Nile then and now  <b>History (Enquiry):</b> an overview of where and when the first civilisations appeared and an in-depth study of Ancient Egypt  <b>Art:</b> Collage - designing and making Egyptian jewellery  <b>IT &amp; Computing:</b> Internet – write and respond to another class/school via email  <b>Music:</b> exploring arrangements (tuned percussion composition)  <b>PE:</b>  Swimming/Dance – Egyptian  Outdoor - athletics  <b>Trips:</b> Horniman Museum – Ancient Egypt session being an archaeologist</p>	<p><i>Life in Provence</i></p> <p><b>Texts:</b> Information books about France, Provence, Cezanne, The Impressionists, teeth, digestive system, food chains, predators and prey  <b>English:</b> biography of Paul Cezanne, Travel brochure of a town in Provence (persuasive), explanation text about the digestive system,  <b>Science:</b> animals – functions of teeth, digestive system, food chains, predator &amp; prey  <b>Geography (Enquiry):</b> France – a contrasting European locality – study of Provence, ordnance survey maps (4 fig. grid references, symbols &amp; keys), identifying physical and human features, types of settlements, land use, resources the region bases its economy on, e.g. tourism, wine, etc. Video conference with a school in Provence, French Café . Locating countries and capital cities in Europe.  <b>Art:</b> The Impressionists – Cezanne – acrylic/oil paints  <b>IT &amp; Computing:</b> Control – to conduct a fair test using an on screen timer (LEGO, Wedo)  <b>Music:</b> French music – exploring sound colours (tuned percussion composition)  <b>PE:</b>  Gymnastics – rolling  Outdoor – athletics  <b>Trips:</b> Impressionist Painters at the Courtauld gallery</p>	<p><i>River Explorers</i></p> <p><b>Texts:</b> Information texts about famous rivers, river formation, water, River Thames, London, mammals, amphibians, insects, birds, plant reproduction, animal reproduction  <b>English:</b> chronological report about life on the River Thames, explanation text about how a river is formed  <b>Science:</b> living things and their habitats – differences in life cycles of a mammal, an amphibian, an insect and a bird, reproduction in some plants and animals, David Attenborough/Jane Goodall  <b>History:</b> How the River Thames has been used over the years trade, 'frost fairs', first bridges, early settlements  <b>Geography (Enquiry):</b> river formation, key features of rivers, distribution of water around the world, famous rivers around the world and in the UK, seas, oceans – study of the River Thames: why people settled there, trade on the river, locks, Thames Barrier, Princess Alice, etc. Describing changes over time.  <b>DT:</b> Structures – building bridges  <b>IT &amp; Computing:</b> Control – to create a 'remote control' in 'Scratch' for controlling a crane or a ferris wheel (London Eye)  <b>Music:</b> songs about London performing together (tuned percussion)  <b>PE:</b>  Gymnastics – bridges and structures  Outdoor – Athletics  <b>Trips:</b> Museum of London Docklands, Thames Barrier, Geography fieldtrip – measuring river flow, depth, etc.</p>	<p><i>Vikings and Anglo Saxons</i></p> <p><b>Texts:</b> Information texts about Vikings, Anglo Saxons, Edward the Confessor, Alfred the Great, Athelstan, Battle of Hastings, light, the eye, rainbows, etc.  <b>English:</b> Diary accounts by Alfred the Great, word origins dictionary from this period  <b>Science:</b> light – travelling in straight lines, objects give out or reflect light, how we see, shadows – changing the position of the light source  <b>History (Enquiry):</b> the Viking and Anglo Saxon struggle for the Kingdom of England to the time of Edward the Confessor – Viking raids and invasion, resistance by Alfred the Great and Athelstan (first King of England), Anglo Saxon laws and justice, Edward the Confessor and his death in 1066  <b>DT:</b> Textiles/Structures – making shoes for an Anglo Saxon  <b>IT &amp; Computing:</b> Code – to create an EtchASketch (IDLE, Terminal)  <b>Music:</b> exploring rhythm and pulse (un-tuned percussion performing)  <b>PE:</b>  Gymnastics – partner work, matching and mirroring  Outdoor – Athletics  <b>Trips:</b> Museum of London – The 'Scop' (Saxon Storyteller) interactive story telling session</p>
	<p><i>Caribbean Carnival</i></p> <p><b>Texts:</b> Information books about St Lucia, British &amp; Caribbean plants, carnivals, rainforests and volcanoes  <b>English:</b> persuasive advert for selling their exotic fruit salad/coming to their own carnival, re-citing Caribbean Poetry and letter recounting their holiday in St Lucia  <b>Science:</b> Identifying and naming wild &amp; garden plants, evergreen and deciduous trees, structure of flowering plants and trees, and seasonal changes (ongoing)  <b>Geography:</b> Study of St. Lucia in comparison to their own local area, human and physical features  <b>DT:</b> designing and making an exotic fruit salad  <b>IT &amp; Computing:</b> Visual Coding – programming instructions, 'Daisy the Dinosaur'  <b>Music:</b> Carnival music - Exploring Timbre, Tempo and Dynamics (Tuned Percussion Composition)  <b>PE:</b>  Athletics  Dance – Caribbean carnival dances  <b>Trips:</b> Freshwater drama company visiting, science fieldtrip to Greenwich Park/Environmental Curriculum Centre</p>	<p><i>Pirates</i></p> <p><b>Texts:</b> Blackbeard, Tim, Ted and the Pirates, information books about different continents and countries, weather around the world, atlases, habitats, etc.  <b>English:</b> Pirate adventure story, mini-beats identification guide  <b>Science:</b> living things and their habitats, needs for survival, food sources and chains, interdependence  <b>Geography:</b> Locating continents, oceans, seas, countries and different types of habitats around the world, world weather, co-ordinates on pirate maps, compass directions  <b>History:</b> - Sam Bellamy (Black Sam) real pirate from the past, the life of pirates on board their ships  <b>DT:</b> textiles - designing and making a soft toy (endangered animal)  <b>IT &amp; Computing:</b> Productivity – 2Graph/Excel, collect and present data to find the answer to a problem or question (weather around the world)  <b>Music:</b> Sounds of different habitats (forest, sea, rainforest) - Exploring Timbre, Tempo and Dynamics (Vocal Composition)  <b>PE:</b>  Dance – pirate shanty  Games – group games and inventing rules  <b>Trips:</b> seaside, 'All Hands on Deck' session at the National Maritime Museum</p>	<p><i>Ancient Egypt</i></p> <p><b>Texts:</b> Information books about different Ancient civilisations around the world, e.g. Indus Valley, Ancient Sumer, The Shang Dynasty, a range of books on life in Ancient Egypt, plant growth, pollination, germination, seed dispersal, fertilisation, etc.  <b>English:</b> Instructions for mummifying a body, information panels for their museum and explanation text about the life cycle of a flowering plant  <b>Science:</b> flowering plants – parts &amp; functions, requirements for life &amp; growth, transportation and life cycle  <b>History (Enquiry):</b> an overview of where and when the first civilisations appeared and an in-depth study of Ancient Egypt  <b>Art:</b> Sculpture – designing and making Egyptian vessels from clay  <b>IT &amp; Computing:</b> Visual Coding – to create a multi-sprite game, using the 'random' variables which randomly generate an answer  <b>Music:</b> exploring singing games (vocal performing)  <b>PE:</b>  Swimming/Gymnastics – pathways  Outdoor – Games, Tennis  <b>Trips:</b> The British Museum – Looking at Egyptian Mummies/Looking at Egyptian Life sessions</p>	<p><i>Rainforests</i></p> <p><b>Texts:</b> Information books about plants and animals that live in rainforests, different habitats, deforestation, global warming, endangered animals  <b>English:</b> Non-chronological report about the Amazon, story set in the Amazon and persuasive leaflet about saving the rainforests  <b>Science:</b> all living things – classification keys, environmental changes and dangers to habitats  <b>Geography (enquiry):</b> The Amazon river and rainforest– study of a region in South America – physical and human features, types of settlements, land use, resources the region bases its economy on, digital maps, identifying the position and significance of the Equator, Northern Hemisphere, Southern Hemisphere and the Tropics of Cancer &amp; Capricorn. Naming countries and capital cities in South America.  <b>Art:</b> Henri Rousseau, rainforests - mixing pastels  <b>IT &amp; Computing:</b> Code – to produce a self-solving maths worksheet (IDLE, Terminal)  <b>Music:</b> sounds of the rainforest - exploring rhythmic patterns (un-tuned percussion performing)  <b>PE:</b>  Gymnastics – balancing leading into rolling and changing direction  Outdoor – games, rounders  <b>Trips:</b> science fieldtrip identifying and classifying animals and plants (Environmental Curriculum Centre)</p>	<p><i>Earth and Space</i></p> <p><b>Texts:</b> Information books about space, Planet Earth, our solar system, the moon, stars, day and night, time zones, etc.  <b>English:</b> non-chronological report about our solar system, planets poem  <b>Science:</b> Earth and other planets relative to the sun, movement of moon, day and night  <b>Geography (Enquiry):</b> Locating countries and capital cities all over the world. Identify the position and significance of Latitude, Longitude, the Prime/Greenwich Meridian and time zones (including day and night)  <b>Art:</b> Textiles &amp; collage (British Textile Artists - Louise Baldwin, Pauline Barnes and Hilary Beattie) – our solar system, stitching and using a range of fabrics  <b>IT &amp; Computing:</b> Code – to make a magic 8 ball program (IDLE, Terminal)  <b>Music:</b> The Planets – exploring rhythm and pulse (un-tuned percussion)  <b>PE:</b>  Gymnastics – flight/jumping leading into rolls and travelling  Outdoor – games tennis  <b>Trips:</b> geography fieldtrip, Royal Observatory and Planetarium</p>	<p><i>Vikings and Anglo Saxons</i></p> <p><b>Texts:</b> Information texts about Vikings, Anglo Saxons, Edward the Confessor, Alfred the Great, Athelstan, Battle of Hastings, electricity, circuits  <b>English:</b> explanation text about electricity, newspaper report on a Viking raid  <b>Science:</b> electricity – electrical symbols, controlling circuits, using circuits for a purpose  <b>History(Enquiry):</b> the Viking and Anglo Saxon struggle for the Kingdom of England to the time of Edward the Confessor – Viking raids and invasion, resistance by Alfred the Great and Athelstan (first King of England), Anglo Saxon laws and justice, Edward the Confessor and his death in 1066  <b>DT:</b> Control/electricity – designing and making a fairground ride  <b>IT &amp; Computing:</b> Code – to build a glossary application (IDLE, Terminal)  <b>Music:</b> Year 6 Production – Vocal Performing  <b>PE:</b>  Dance – Fairgrounds/Circus  Outdoor – games, rounders  <b>Trips:</b> British Museum - 'Viking Voyages' workshop</p>