

GIMMEL	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	To Entertain Aesop's Fables Poetry - Free Verse	To Inform Flanimals by Ricky Gervais Poetry - Kennings and Quatrains	To Entertain Oliver and the Seawigs by Philip Reeve	To Inform The Worst Witch by Jill Murphy Poetry - Limericks and Clerihews	To Persuade Edward Tulane by Kate DiCamillo	To Entertain: Edward Tulane by Kate DiCamillo To Inform: Zoo by Anthony Browne Poetry - Question and Answer Poems
Maths	Place Value Addition & Subtraction	Addition & Subtraction Multiplication & Division A	Multiplication & Division B Length & Perimeter	Fractions A Mass & Capacity	Fractions B Money	Time Shape Statistics
Science	Forces & Magnets	Light	Materials and Rocks	Plants	Animals including humans	Animals including humans
Humanities	Stone Age, Bronze Age & Iron Age	Europe vs. UK	Romans	Food & Farming	Tudors	Extreme Earth
Art and Design / DT	Drawing A unit of work to develop understanding of different grades of pencil (tonal scale) to draw forms, shapes and variations in tone	Structure A unit of work to develop understanding of strengthening materials and stability	Sculpture A unit of work to develop clay skills of rolling, coiling and use of slip and score method	Textiles A unit of work to develop sewing skills and use of a simple fastening	Food & Nutrition A unit of work to develop food sensory vocabulary and healthy recipes	Painting A unit of work to develop understanding of the colour wheel, warm & cool colours, primary & secondary colours
Music	Recorders BEAT	Recorders BEAT	Composition: Dynamics, tempo, rhythm, pulse	Developing Singing Techniques Purim Performance	Traditional Instruments and improvisation	Jazz
PSHE	Being Me in My World	Celebrating Differences	Dreams & Goals	Healthy Me	Relationships	Changing Me
PE	Football	Tag Rugby	Gymnastics	Dance	Cricket	Athletics
Computing	E-safety: Google Share with care	E-safety: Google Share with care	Coding: Programming with Scratch	Computing Systems: Emailing	Computing Systems and Networks: Journey Inside a Computer	Coding: Programming Mazes