

Spring 1 Curriculum Overview

Long, long ago.

This term we will be focussing on how exciting periods of history have shaped the way we live today.
We will end the term creating our very own mini historical villages.

Theme lessons and accompanying English units.					
Spring 1 Weekly overview	English links Whole school focus	Subject focus	KS1 Maple & Willow	LKS2 Elm & Fir	UKS2 Pine & Oak
5 th January 9 th Jan Maths Roadshow for Y1, Y3 & Y5	Narrative – historical The characters will time travel to a dangerous event in history and will need to get home.	 History	Changing Monarchs Queen Elizabeth I	Romans Roads	English Civil War Two sides: Roundheads & Cavaliers
12 th January		 RE	Islam	Christianity	Hinduism
19 th January History enrichment days – details to follow.		 History	Changing Monarchs Queen Elizabeth II	Romans Invasion of Britain	English Civil War Connections to Newark
26 th January	Non-chronological report Based on historical information gathered over the term.	 History	Changing Monarchs Queen Victoria	Romans Army battles & weaponry	Civil War Sieges of Newark
2 nd February		 Art	Print crowns	Photograph Roman vases	Sculpture (clay) inspired by 17 th Century artefacts.
9 th February	Poetry – riddles based on historical person, place, event or artefact	 Science	Moving and changing	States of matter	Changes to materials







For specific learning objectives from the national curriculum,
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Stand-alone lesson themes						
	Y1	Y2	Y3	Y4	Y5	Y6
Class text	If I were a King		A Gladiator stole my Lunchbox		Rebel Heart A tale of	
 Maths	Numbers to 20 Addition and subtraction within 20	Properties of shape. Money. Multiplication and division.	Multiplication and division	Area Multiplication and division	Fractions	Fractions
 Reading	Read Write Inc	Living things	Egyptians	Myths & Legends	The Victorians	Darwin and Evolution
 PSHE	Tolerance and Mutual Respect	Tolerance and Mutual Respect	Tolerance and Mutual Respect	Relationships	Relationships and Tolerance	Keeping Healthy
 French	Answer the register saying bonjour Madame/Monsieur... Learn Au revoir	To count to 20 in French	J'apprends le français(I Am Learning French)	Les saisons (Seasons)	Je me présente (Presenting Myself)	Ma famille (My Family)
 Computing	<u>Data and Representation</u> Programme characters to move left and right Programme characters to move when they are clicked Programme objects to stop moving and play a sound when this happens.	<u>Data and Representation</u> Create programmes using different objects and making predictions of what an object is capable of <u>Communication and coordination</u> Create a more complex program that tells a story	<u>Data and Representation</u> Create a programme with repeating actions and a timer. Designing a programme using three characters, giving them each something to perform. Creating a programme which responds to an if command.	<u>Data and Representation</u> Design a programme with 3 or more characters, each with a specific role. Making timers and counting machines using variables. Creating a program which uses the repeat until command.	<u>Data and Representation</u> Design a programme with 3 or more characters, each with a specific role. <u>Wider World of Computing</u> Create a competitive multiplayer game.	<u>Data and Representation</u> Debug and organise a code into tabs Create a vocabulary quiz on 2code. Create a programme showcasing my work on Purple Mash.
 PE	Dance Invasion and Tag Games – netball	Dance Invasion and Tag Games – netball	Dance Invasion and Tag Games – rugby	Dance Invasion and Tag Games – rugby	Dance Invasion and Tag Games	Dance Invasion and Tag Game



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