## Curriculum Overview 2016 – 17 Class 3



	TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6	
THEME	GROOVY	GREEKS	AMAZON ADVENTURE		VIKINGS: RAIDERS, TRADERS OR INVADERS?		
GEOGRAPHY	<ul> <li><u>Place Knowledge</u></li> <li>Understand geograph differences through t physical geography o</li> <li><u>Human and Physical Geo</u></li> <li>Describe and understar</li> <li>Physical geography</li> <li>Human geography in Greece</li> <li><u>Geographical Skills and</u></li> <li>Use maps, atlases, gl digital/computer ma</li> </ul>	<ul> <li>Understand geographical similarities and differences through the study of human and physical geography of <i>Greece</i></li> <li><u>Human and Physical Geography</u></li> <li>Describe and understand key aspects of:         <ul> <li>Physical geography</li> <li>Human geography including <i>land use in</i></li> </ul> </li> </ul>		<ul> <li>Location Knowledge</li> <li>Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn</li> <li>Human and Physical Geography Describe and understand key aspects of:</li> <li>Physical geography including: climate zones, biomes and vegetation belts; rivers and the water cycle Focus on River Amazon and the Amazon Rainforest</li> <li>Human geography including types of settlement and land use along the Amazon river and rainforest</li> <li>Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.</li> <li>Use the eight points of a compass, six figure grid references, symbols and key (including the use of Ordnance Survey maps) to build</li> </ul>		<ul> <li><u>Geographical Skills and Fieldwork</u></li> <li>Use maps, atlases, globes and digital/computer mapping to locate: countries of Anglo-Saxon and Viking origin; place-name evidence of Anglo-Saxon and Viking settlement</li> </ul>	
HISTORY	Ancient A study of Greek life an their influence on the V	d achievements and			<ul> <li>Britain's settlement by the Viking and Anglo-Saxon kingdom of England to the Confessor Settlement by Scots cover</li> <li>This could include:</li> <li>Anglo-Saxon invasion kingdoms: place name</li> <li>Anglo-Saxon art and</li> </ul>	struggle for the the time of Edward the <i>ered in Class 2</i> hs, settlements and hes and village life	

	ART & DESIGN	<ul> <li>Sculpture Pupils should be taught to:</li> <li>Create sketch books to record their observations and use them to review and revisit ideas,</li> <li>Improve their mastery of art and design techniques including sculpture</li> <li>About great artists, architects and designers in history – potters of Ancient Greece</li> <li>Tasks</li> <li>Thumbpot egg cup</li> <li>Joining two thumbpots to make a hollow pot. Use to create own mythical Greek monster</li> <li>Coil pot</li> </ul>	Textiles A combined Art and DT project to design, make and evaluate Christmas stockings	<ul> <li><u>Watercolour Painting</u></li> <li>Pupils should be taught</li> <li>Create sketch books observations and user revisit ideas,</li> <li>Improve their master techniques including watercolour</li> <li>About great artists, a in history – David Ho Tasks: final outcome to landscape in the style operation</li> </ul>	to record their to record their them to review and ry of art and design <i>painting with</i> architects and designers <i>bckney</i> <i>create a watercolour</i>	<ul> <li>Lindisfarne</li> <li>Viking raids and invasion</li> <li>Resistance by Alfred Athelstan, the first ki</li> <li>Further Viking invasion</li> <li>Anglo-Saxon laws and</li> <li>Edward the Confesson</li> <li>Textiles</li> <li>Pupils should be taught</li> <li>Create sketch books observations and use revisit ideas,</li> <li>Improve their master techniques including</li> <li>About great artists, and</li> </ul>	the Great and ng of England ons and Danegeld d justice or and his death in 1066 to: to record their e them to review and ry of art and design work with textiles rchitects and - The Bayeux Tapestry create a retelling of a
DESIGN A Greek Meal STEMworks Lego Cam Toys	DESIGN	A Greek Meal		STEMworks Lego		Cam Toys	

	Understand and apply the principles of a Pupils should be			making, pupils should		
	healthy and varied diet		taught to:		be taught to:	
	<ul> <li>Prepare and cook a variety of</li> </ul>		Apply their		<ul> <li>Design</li> </ul>	
	predominantly savoury dishes using a range		understanding of		Make	
	of cooking techniques		computing to		Evaluate	
	<ul> <li>Understand seasonal</li> </ul>		program, monitor		Technical	
		ingredients are grown,	and control their		knowledge:	
	reared, caught and p	0	products		understand and	
	Task: children prepare d		Task: whole day		use mechanical	
	Greek dishes over the co		STEMworks workshop		systems in their	
			to make and program		toys e.g. cams	
	Children taken in small	groups by TA	a Lego Mindstorms		Task: to design and	
			model		make a cam toy	
					showing an aspect of	
					Viking raids	
	Music Express Year 5	Music Express Year 5	Music Express Year 5	Music Express Year 5	Music Express Year 5	Music Express Year 5
MUSIC	Cyclic Patterns	Roundabout	Journey into Space	Songwriter	Stars Hide Your Fires	Who Knows?
	Earth and Space	Forces	Properties and Changes	s of Materials	Animals including humans	
	Pupils should be	Pupils should be	Pupils should be taught to:		Pupils should be taught to:	
	taught to:	taught to:	<ul> <li>Compare and group together everyday</li> </ul>		<ul> <li>Identify and name the main parts of the</li> </ul>	
	<ul> <li>Describe the</li> </ul>	<ul> <li>Explain that</li> </ul>	materials based on evidence from		human circulatory sy	stem, and explain the
	movement of the	unsupported	comparative and fair tests, including their		functions of the hear	rt, blood vessels and
	Earth, and other	objects fall towards	hardness, solubility, transparency,		blood	
	planets, relative to	the Earth because	conductivity (electrical and thermal), and		Recognise the impact	
	the sun in the solar	of the force of	response to magnets		drugs and lifestyle on the way their bodies	
	system	gravity acting	<ul> <li>Understand that some materials will</li> </ul>		function	
SCIENCE	<ul> <li>Describe the</li> </ul>	between the Earth	dissolve in liquids to form a solution and		Describe the way in	
	movement of the	and the falling	describe how to recover a substance from a		water are transporte	ed within animals,
	moon relative to	object	solution		including humans	
	the Earth	<ul> <li>Identify the effects</li> </ul>	Use knowledge of solids, liquids and gases		Switched On Science: S	taying Alive
	<ul> <li>Describe the sun,</li> </ul>	of air resistance,	to decide how mixtures might be			
	Earth and moon as	water resistance	separated, including through filtering,			
	approximately	and friction, that act	5 1 5			
	spherical bodies	between moving	• Give reasons, based on comparative and			
	Use the idea of	surfaces	fair tests, for the particular uses of			
	Earth's rotation to	Understand that	everyday materials, including metals, wood			
	explain day and	force and motion	and plastic			

	night Switched On Science: Out of This World	can be transferred through mechanical devices such as gears, pulleys, levers and springs Switched On Science: Let's Get Moving	kind of change is no	reversible changes hanges result in the aterials, and that this it usually reversible, asociated with burning id on bicarbonate of		
	Digital Literacy Y5: Strong Passwords Y6: Talking Safely Online	Digital Literacy Y5: Digital Citizenship Pledge Y6: Super Digital Citizen	Digital Literacy Y5: You've Won a Prize Y6: Privacy Rules	Digital Literacy Y5: How to Cite a Site Y6: What's Cyberbullying?		Digital Literacy Y5: Picture Perfect Y6: Selling Stereotypes
COMPUTING	Switched On Computing Y5: Unit 5.1 We Are Game Developers - Programming Y6: Unit 6.1 We Are App Planners – Computer Networks	Switched On Computing Y5: Unit 5.2 We Are Cryptographers – Computational Thinking Y6: Unit 6.2 We Are Project Managers – Computational	Switched On Computing Y5: Unit 5.3 We Are Artists – Creativity Y6: Unit 6.3 We Are Market Researchers - Productivity	Switched On Computing Y5: Unit 5.4 We Are Web Developers – Computer Networks Y6: Unit 6.4 We Are Interface Designers – Communication and Collaboration	Switched On Computing Y5: Unit 5.5 We Are Bloggers – Communication and Collaboration Y6: Unit 6.5 We Are APP Developers - Programming	Switched On Computing Y5: Unit 5.6 We Are Architects – Productivity Y6: Unit 6.6 We Are Marketers - Creativity
PE	Thinking Invasion Games: Netball Hockey		Dance Swimming		Athletics Rounders	
RE	Harvest: Our Place in Creation Aspects of Hinduism Christmas: Homelessness		Why do believers often see life as a journey and what significant experiences mark this? Lent: Easter: Humility/Service		Who am I? My spirit, my life.	
PSHE & CITIZENSHIP	Myself and My Relationships: My Emptions; Managing Risks and Change		Healthy and Safer Lifestyles: Keeping Safe		Healthy and Safer Lifestyles World of Drugs 1 and 2	
MFL	Rigolo 1 Quelle heure est-il?		Rigolo 1 Les fetes		Rigolo 1 Ou vas-tu?	