

Topic/subject	Autumn 1 <sup>st</sup>	Autumn 2 <sup>nd</sup>	Spring 1 <sup>st</sup>	Spring 2 <sup>nd</sup>	Summer 1 <sup>st</sup>	Summer 2 <sup>nd</sup>
Topic	<b>Temples tombs &amp; treasures</b> Ancient civilisations e.g. Egyptians	<b>Land Sea and Sky</b> Habitats	<b>Living together</b> Community	<b>The Nature of Life</b> Living Things	<b>Turn it up!</b> Sound	<b>Bright Sparks</b> Electricity
English	<b>Narrative</b> Fables: Right and wrong; good and bad choices	<b>Poetry</b> Poems on a theme: Animals acrostics; List poetry <b>Non-fiction</b> Report: Recording weather and writing report	<b>Narrative</b> Stories by the same author: David McKee	<b>Poetry</b> Poetry with a structure: Rhyming patterns <b>Non-fiction</b> Instructions: Caring for animals	<b>Narrative</b> Fantasy: Alice in Wonderland (time, voices)	<b>Poetry</b> Poems to perform: Julia Donaldson <b>Non-fiction</b> Captions: Finding, using and labelling electrical equipment
Maths	<u>Number</u> Number & place value Addition & subtraction <u>Geometry</u> Properties of shape Statistics	<u>Measurement</u> Length & height Time <u>Geometry</u> Position & direction	<u>Number</u> Number & place value Addition and subtraction <u>Geometry</u> Properties of shape	<u>Number</u> Multiplication & division, fractions <u>Measurement</u> Mass/weight	<u>Number</u> Number & place value Addition &subtraction <u>Measurement</u> Time Money	<u>Number</u> Multiplication & division, fractions <u>Measurement</u> Capacity & volume
Science	Forces and Magnets (Y3)	Living Things and their Habitats	Animals including Humans	Animals including Humans	Sound	Electricity
RE	<u>Judaism</u> Shabbat - A day of rest	<u>Christianity</u> Christian celebrations	<u>Sikhism</u> Sikh beliefs	<u>Judaism</u> Festivals in Jewish Life	<u>Christianity</u> Christian places of Worship	<u>Sikhism</u> Sikh teachings and life
PSHE	<b>Relationships</b> <b>Families &amp; Friendship</b> Positive friendships, including online. <b>Safe Relationships</b>		<b>Living in the wider world</b> <b>Belonging to a Community</b> What makes a community, shared responsibilities? <b>Media Literacy &amp; Digital Resilience.</b> How data is shared and used		<b>Health &amp; Wellbeing</b> <b>Physical Health &amp; Mental Wellbeing</b> Maintaining a balanced lifestyle; oral hygiene and dental care <b>Growing &amp; Changing</b>	

	Responding to hurtful behaviour; managing confidentiality; recognising risks online <b>Respecting Ourselves &amp; Others</b> Respecting differences and similarities; discussing difference sensitively.		<b>Money &amp; Work</b> Making decisions about money; using and keeping money safe		Personal identity; recognising individuality and different qualities; mental wellbeing. Transition. <b>Keeping Safe</b> Medicines and household products; drugs common to everyday life	
Geography	Location of Egypt and features of landscape The River Nile and its importance to Egyptian civilizations.	Explore coral reef biomes around the world and how climate change has impacted them. Use satellite images.	School and the local community	Explore environments of endangered land and sea animals	Time Introduction to latitude, longitude, Equator and Greenwich Meridian	Natural Resources - Gas and Electricity
History	Main events, dates and characteristics of Ancient Egypt		History of our school and community			
Art	<b>Sculpture</b> Ancient Egyptian art and Egyptian head dress	<b>Drawing and sculpture</b> Houses and homes	<b>Painting</b> Community portraits – portraits of children at school portraying a relationship.			
Design Technology				<b>Structures</b> Design and make a bird nesting box	Design and make panpipes	<b>Food</b> Design, make and evaluate a meal for a purpose.
Music	Around the World	Celebrations	Funny Bones	Amazing Asia	The Orchestra	Sports & Games
PE	Games Play competitive games and apply basic principles-tag	Dance	Gymnastics	Outdoor and Adventurous Activity	Games Play competitive games and apply basic principles-	Athletics

	rugby, football, hockey				Tennis, rounders, kwik cricket	
Computing	Stop Frame Animation	Connecting Computers	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programmes