



Whole School Curriculum Plan 2021-2022

Key links: RE RSE English Maths Science PE Geography History Music Computing Art DT PSHE (SEE Ten tEN programme)

Key Drivers	Curriculum links Route to Resilience: values and Virtues Reading across the curriculum: Shared Modelled reading Phonics: KTC Eco- flag Rainbow Grammar Math's fluency: facts, x tables		Schemes of work: Lancashire White Rose: Maths RE: Come and See RSE: Ten Ten English and Other subjects: Lancashire MFL: French: Language Angels			
	Advent Term (8 and 8 weeks)		Lent Term (6 and 6)		Pentecost Term (5 and 5)	
Whole School	Black History Month Environment: Cop 26 event Anti-bullying week Harvest, Cafod Family Fast Parliament Week PE fitness sponsored: Olympian Pantomime Parliament Week Diwali Remembrance Day Youth Fun Day Advent: cAfod gifts Christmas Nativities and Carols Other Faiths: Judaism Assembly: NSPCC: Speak out to stay safe		Lent: Cafod: walking for water appeal Easter National Storytelling Week Road safety week Safer Internet Day Fair Trade Fortnight World Book Day British Science Week Other Faiths Healthy me/ Children's Mental Health week Healthy lunchboxes Sport's week Art project linked to the Queen's Jubilee for LCC		Pentecost Royal History- linked to the Queen's Jubilee: events of 70 years on the throne Aspirations/ vocations week Water safety/ Sun safety World water day Summer Fayre Road Safety Family gardening week Sport's week Visit: First Aid Summer performances: Y5/6 End of year music performance Art Gallery week	
RE (can change around topics)	<u>Domestic Church</u> <u>Baptism/confirmation</u> RSE <u>Advent/Christmas</u>		<u>Local Church/Community</u> <u>Eucharist/Relating</u> <u>Lent/Easter</u>		<u>Pentecost/Serving</u> <u>Reconciliation/Inter-Relating</u> <u>Universal Church/World</u>	
FS	All about me (Science based: history) BASELINE ASSESSMENTS Fiction, non-fiction, bible stories and mythical texts About me and my family. People who help us.	Traditional tales (Science based Geography/history based) Fiction, non-fiction, bible stories and mythical texts Little Red Riding Hood The Three Little Pigs The	Past and Present (History based) Fiction, non-fiction, bible stories and mythical texts Toys Dinosaurs Understanding the World. Past and present. People,	It's Alive (Science based Geography based) Fiction, non-fiction, bible stories and mythical texts Life cycles Animals-Farm visit. Planting and Growing	Fantasy (Geography based) Fiction, non-fiction, bible stories and mythical texts The Park Woods/Forest The Gruffalo The Stickman Jungle	Under the Sea (Science/ History Geography based) Fiction, non-fiction, bible stories and mythical texts Sea creatures Water At the seaside Pirates/Mermaids

	<p>Me and my family Who helps us Family tree – Changes over time</p> <p>Understanding the World. Past and present. People, culture and communities. Mini topics based on pupils' interests Primary colours painting Fundamental Movement techniques – running, stopping, chasing, changing direction and negotiating space.</p>	<p>Three Billy Goats Gruff Christmas Understanding the World. Past and present. People, culture and communities. The natural world. Expressive arts and design Mini topics based on pupils' interests Making secondary colours using primary colours Dance – improving gross motor skills Improving key manipulation skills – throwing, rolling, bouncing, catching</p>	<p>culture and communities. The natural world. Expressive arts and design. Mini topics based on pupils' interests Making secondary colours using primary colours Dance – improving gross motor skills Improving key manipulation skills – throwing, rolling, bouncing, catching</p>	<p>Understanding the World. Past and present. People, culture and communities. The natural world. Expressive arts and design. Mini topics based on pupils' interests Improving key manipulation skills – throwing, rolling, bouncing, catching</p>	<p>Handa's Surprise Understanding the World. Past and present. People, culture and communities. The natural world. Expressive arts and design. Mini topics based on pupils' interests Expressing yourself through materials and textures Games – skill development – different equipment and games</p>	<p>Understanding the World. Past and present. People, culture and communities. The natural world. Expressive arts and design. Mini topics based on pupils' interests Expressing yourself through materials and textures Games – skill development – include more co-operative and group based exercises. Athletic skills: running, manipulation</p>
	<p>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes Children learn through listening, creating and performing every day. They will access learning about pitch, duration, dynamics, tempo, timbre, texture and structure through teacher lead activities and through explorative play. Children will experience whole class, small group and individual music learning throughout the continuous provision. Music making and listening will be linked to the topic and RE curriculum and built upon going throughout the year Performance Skills for Nativity RSE – God loves each of us in our uniqueness</p>					
	<p>Match, sort and compare amounts Compare size, mass, capacity Exploring pattern Representing, comparing and composition of 1,2,3 Circles and Triangles Positional Language Representing numbers to 5 One more/less Shapes with 4 sides Time</p>	<p>Introducing 0 Compare numbers to 5 Composition of 4 and 5 Compare mass and capacity 6,7,8, comparing 2 amounts Making pairs Length and height Time Counting to 9 and 10 Comparing numbers to 10 Bonds to 10 3D shapes Spatial awareness Patterns</p>			<p>Number beyond 10 Counting patterns beyond 10 Spatial Reasoning 1: Match, rotate, manipulate Adding more, taking away Spatial Reasoning 2: compose and decompose Doubling Sharing and Grouping Even and Odd Spatial Reasoning 3: Visualise and build Deepening understanding Patterns and Relationships Spatial Reasoning 4: Mapping</p>	
<p>Y1 Ongoing: Nature and field journals - observations over time of seasonal changes, plants, weather and length of day e-safety</p>	<p><u>Penguins, Possums and Pigs</u> English: stories by the same author Non-chronological reports Poems on a theme Science: common animals other than humans and their basic structure: Working scientifically – observing</p>	<p><u>Fire Fire</u> English: repetitive patterned stories, poems on a theme, range of non-fiction texts. Bonfire/ firework poetry History: Events beyond living memory-Great Fire of London Art linked to topic Primary & secondary colours Dt: Mechanisms - pop ups and simple card levers</p>	<p><u>Growth and Green Fingers</u> English: classic stories, instructions, traditional rhymes. Science: plants- basic structure and observing growth over time: Everyday materials Seasonal changes in the natural world Working scientifically - planning, obtaining & presenting evidence,</p>	<p><u>Family Album</u> English: traditional tales, recounts. History: Changes within living memory Geography: UK countries and capital cities. Art linked to topic PE: Games Net wall games: bouncing/ catching</p>	<p><u>The Great outdoors</u> English: stories with familiar settings, non-fiction texts, booklets, traditional rhymes Geography Field work in the school grounds. Science: Everyday materials- naming of materials and their properties. Working scientifically – observing closely, identifying & classifying, recording findings</p>	<p><u>Robots</u> English: stories with a fantasy setting, poems to learn by heart, recounts. Science: Human body and senses. Working scientifically – observing closely, identifying & classifying, recording findings Art linked to topic Athletics OAA</p>

	<p>closely, identifying & classifying, recording findings</p> <p>Geography: Hot and cold areas of the world: inc continents. Art: Drawing in pastel developed into 3D using clay PE: gymnastics</p>	<p>PE: dance</p>	<p>considering evidence & evaluating</p> <p>Art: Observational drawings and paintings developed into printmaking PE: Games: Throwing and catching</p>		<p>Art linked to topic: Collage: Art & craft from different times & cultures Collage: Experimenting with different media</p> <p>PE: outdoor and adventurous activities Games: striking and fielding</p>	
	<p>Number: Place Value (within 10) (4) Number: Addition and subtraction (within 10) (4) Geometry: Shape (1) Number: Place value (within 20)(2)</p>		<p>Number: Addition and subtraction (within 20) (4) Number: Place Value (within 50, multiples of 2, 5, and 10 included) (3) Measurement: Length and height (2) Measurement: Weight and volume(2)</p>		<p>Number: Multiplication and division (reinforce multiples of 2, 5 and 10 included) (3) Number: Fractions (2) Geometry: Position and Direction (1) Number: Place Value (within 100) (2) Measurement: Money (1) Measurement: Time(2)</p>	
<p>Y2</p> <p>Ongoing: Nature and field journals - observations of plants and animals in their local environment throughout the year</p> <p>e-safety</p>	<p><u>The place where I live</u> Stories with recurring language: Non-chronological reports Poetry: Places Geography: Comparing Loughborough and Leicester Grandma Moses Landscapes Significant places in their own locality (including schools and playgrounds)History of St. Mary's School (shopping trip) Number: Place Value Addition and subtraction Art and design: Variations of tone using printing: drawings and paintings of the local area developed into printmaking. Primary colour printing using different material.</p>	<p><u>Fighting Fit</u> Traditional tales with a twist instructions Creation Stories: Traction Man Science: what humans need to survive and grow. Designing Superhero logos (printing) Constructing a superhero Art: Figure drawing with proportions using wooden figures developed into clay Music: rehearse and perform with others starting and finishing with others and keeping a steady pulse. Measurement: Money(2) Number: Multiplication and division (2) PE: Dance</p>	<p><u>Explorers</u> Stories by the same author Non-chronological reports : Beaumanor Visit Significant Figures: History Significant people - Neil Armstrong and Christopher Columbus <u>Local</u> Beaumanor Hall: Geography: small area in a contrasting country: Europe Portraits Number: Multiplication and Division (2) Statistics (2) Geometry: Properties of shape.2 PE: creative games Music: linked to topic Dt: Mechanisms/ wheels: joining different materials and situations: mechanisms using a range of</p>	<p><u>The Farm shop</u> Report: Stories with familiar setting Persuasion riddles. Science: Human health and nutrition: requirements for plant growth</p> <p>Number: Fractions (2) Statistics (2) Geometry: Properties of shape.2 Measurement: Length and Height (1) Games: Net wall activities: tennis Music: linked to topic DT: Food - the eatwell plate, where food comes from, principles of a healthy diet IT: data handling</p>	<p><u>Wind in the Willows</u> Poetry: Animals Adventure stories Recount letters Classic poems Living Things and their Habitats (minibeasts, dependency, food chains) Animals Puppets DT: structures: investigate different techniques for changing strength of materials. Textiles - using a template, simple joining, choice of stitches, choice of materials</p> <p>Geography: seasonal and daily weather Planting Sunflowers Plants Design, develop and maintain Class Garden Vincent Van Gogh - Still Life Sunflowers. Geometry: Position and Direction</p>	<p><u>Buckets and spades</u> Creation Stories: The Whole Truth Story as a theme Explanations Poems as a theme Explanations: Measurement: time Measurement: mass, capacity and temperature Investigations Science: use of everyday materials: suitability of materials for different uses. History :Events beyond living memory or places in their locality - the seaside then and now Art: Collage using papers, fabric materials, drift wood Athletics OAA It: programming</p>

	<p>PE: Gymnastics Music: listening to how sounds can be made in different ways IT: sound and multi-media</p>	<p>IT: dL electronic communication</p>	<p>materials to create moving items. IT: cs/ computational thinking/ programming</p>		<p>Problem solving and efficient methods Games: striking and fielding Music: Listening - know how music is used descriptively for a particular purpose It: presenting information</p>	
	<p>Number: Place Value (3) Number: Addition and subtraction (4) Measurement: Money (2) Number: Multiplication and division(2)</p>		<p>Number: Multiplication and division (2) Statistics (2) Geometry: Properties of shape (3) Number: Fractions (3)</p>		<p>Geometry: Position and direction (3) Measurement: Time (2) Measurement: Mass, capacity and temperature (3) Measurement: Length and height(1)</p>	
<p>Y3 Ongoing e safety</p>	<p><u>There's No Place like home</u> English: Folk tales Traditional tales Recount: biographies</p> <p>Geography Settlements: The region where I live Loughborough/ Charnwood Area UK cities and towns – map work 8-point compass points – mapping & field work local area History: Local History Other Faiths –Judaism Science: stand alone unit of light and shadows. IT: movies/ multi-media PE: gymnastics</p>	<p><u>Healthy Humans</u> English: Poems with a structure Fables Persuasion: letters Science: nutrition, diet, movement and the skeleton DT: food technology- simple dish based on the eat well plate. PE: Dance CS: programming/ computational thinking. Art: 3d clay or textile sculpture Music: creating- experimenting with and create musical patterns for dance- link to PE. PE: Dance</p>	<p><u>Rock and Roll</u> Neolithic period Uk knowledge/ fossils, rocks and soils Stone Age to Iron Age Science: Rocks, soils and Fossils English : Stig of the dump/ Stone age boy Stories with a theme Poems on a theme Discussion Geography: Key aspects of volcanoes and earthquakes. IT/ DL: Digital research Art: observational drawing of fossils developed into print PE: net/wall games creative games Net wall games: Tennis/ racket games</p>	<p><u>The Iron Man</u> Science: forces and Magnets English: Novel as a theme Recount: diaries PE: swimming/ Invasion games DT: Mechanical systems-levers and linkages IT: CS/ programming /hardware: E-safety Music: performing- practise, rehearse and present a performance. PE: Invasion games Football Swimming</p>	<p><u>What the Romans did For us</u> Jesus living under Roman rule English: Playscripts/ non-chronological reports Jeremy strong: romans on the Rampage The Romans: Roman Britain The Romans – musical presentation Shelters Geography: A region in the uk-Lake district. PE: swimming/ striking and fielding: linked to Romans- athletics (gladiator games) DL/ CS- communication and collaboration/ networking Art: painting on plaster, mosaics and digital mosaics Games: striking and fielding rounders Swimming</p>	<p><u>How does your garden grow?</u> English: classic poetry Mystery/ Adventure/ Fantasy stories/ Explanations. Science: Plants & functions of plants DT: structures- shell/ frame: structures and strengthening.</p> <p>PE: swimming/ Athletics and OAA It – presenting information</p>

	Number: Place Value (3) Number: Addition and subtraction (5) Number: Multiplication and division (3) Number: Multiplication and division (2)		Number: Multiplication and division (2) Measurement: Money (1) Statistics (2) Measurement: Length and perimeter (3) Number: Fractions (3)		Number: Fractions (2) Measurement: Time (3) Geometry: Properties of shape (2) Measurement: Mass and capacity(3)	
Y4 Ongoing e safety	<u>Sparks Might Fly</u> English: Stories with fantasy settings Explanations Film and Playscripts Science Electricity-series circuits, switches, conductors, insulators DT: ICT and electrical systems- control and electrical components. Music: creating-explore, choose, combine and organise musical ideas using an electronic sound source. IT:CS: programming/ hardware. PE: gymnastics	<u>The Great plague</u> English: Fairy tales Classic Poetry Recount newspapers History: Theme beyond 1066: the great Plague of 1665. Science: standalone unit on sound Geography : rubbish-plastic waste-recycling-environmental study. Art: Drawing developed into printmaking, rotating and translating images IT: data-handling PE: dance	<u>The Art of Food</u> English: stories with issues and dilemmas Persuasion Animals including Humans: Teeth and the digestive system. IT: graphics/ images Art: Drawing and painting of still life into 3D sculpture Creative games Net wall games Tennis/ badminton	<u>Passport to Europe</u> English: novels as a theme Non-chronological reports Geography Contrasting region in a European country PE: swimming DT: Textiles- seams, stiffening and strengthening, materials and fastenings. Music: Listening to music from different cultures, experience how music is produced in different ways- link to Geog. Art and design linked to topic IT: sounds/ multi-media PE: Invasion/ creative games Hockey/ netball swimming	<u>Water, Water Everywhere</u> English: stories with a theme. Poems with a structure Information booklets States of Matter (water) The water- cycle History: Ancient Egypt (including the River Nile.) Geography Key aspects of rivers Water in art PE: swimming Music: creating-experimenting with and create water sounds: listen to composers: Handel's: water music. Art: Abstract painting; relief paintings, large and small scale with texture IT:DL: digital research PE: Games: striking and fielding Cricket swimming	<u>Hunted</u> English: folk tales Debate Poems on a theme Habitats, grouping and classifying plants DT: Food- simple savoury food and cooking techniques. History: Bronze age/ celts IT: CS: computational thinking Art: linked to topic Myths and Legends (text tbc) Bubbles UK and World Mountains Bridge Building PE: swimming Athletics OAA Swimming
	Number: Place Value (4) Number: Addition and subtraction (3) Measurement: Length and Perimeter (1) Number: Multiplication and division (3) Number: Multiplication and division (1)		Number: Multiplication and division (2) Measurement: Area (1) Number: Fractions (4) Number: Decimals (3) Number: Decimals (2)		Measurement: Money (2) Measurement: Time (1) Statistics (1) Geometry: Properties of shape (3) Geometry: Position and Direction(1)	

Y5 e-safety ongoing	<u>A Kingdom United</u> English: Legends/ Persuasion Science standalone unit on material properties- comparative/ fair tests of everyday materials. Geography: uk cities, counties and key features- research. History: Britain's settlement by Anglo- Saxons and Scots (including place names.) IT: data handling Music: Listening to and performing a range of music from around the UK including anthems. PE: swimming PE: Gymnastics	<u>Food, Glorious Food!</u> English: stories with historical settings Film and playscripts Classic narrative poetry Science -Materials reversible and irreversible changes Geography: World food- where does food come from? IT: cl CS: collaboration/ Networking DT: food- food from another culture, variety of cooking techniques. PE: swimming PE: dance: perform a traditional dance from the UK or beyond	<u>Earthlings</u> English: Science Fiction stories Information booklets Poems with a structure Science Earth and Space IT: modelling. Music: Listening to high quality recorded music and how musical elements can be used to create effects ie: film music Art: Drawing and painting developed into abstract textured paintings PE: Net wall games Tennis swimming to half term.	<u>Inventors and Inventions</u> English: novels as a theme Magazine: information text hybrid Science forces and falling objects History: Early Islamic civilization-Baghdad cAD900. IT:CS: programming/ Computational thinking. DT: Mechanical systems-cams, pulleys and gears. PE: Invasion/ creative games Basketball/ football	<u>Amazon Adventure</u> English: stories from another culture Debate Science life cycle changes in animals and plants (e.g David Attenborough) Geography: Contrasting region – Amazon Basin, rainforest, biomes. IT: multi-media DT: 3d Textiles- using gussets, using patterns, joining with seam allowance, combining fabrics. Art: Painting developed into printmaking/collage and digital art Games: striking and fielding Rounders	<u>Faster, Higher, stronger</u> English: Myths, reports Poems with figurative language Science animals including humans- growth and development of humans plus exercise and the circulatory system. History: Ancient Greece (including Sport.) IT:CS: programming Music: improvise, develop and perform rhythmic compositions using graphic notation. Art: Figure drawing developed into 3D sculpture Athletics OAA
	Number: Place Value (3) Maths Number: Addition and subtraction (2) Statistics (2) Number: Multiplication and division (2) Measurement: Perimeter and area (2) Number: Multiplication and division (1)		Number: Place Value (3) Maths Number: Addition and subtraction (2) Statistics (2) Number: Multiplication and division (2) Measurement: Perimeter and area (2) Number: Multiplication and division (1)		Number: Decimals (1) Geometry: Properties of shape (3) Geometry: Position and Direction (1) Measurement: Converting units (2) Measurement: Volume(1)	
Y6 Safety ongoing	<u>Survival</u> English: Novel as a theme Biography Science : Evolution and inheritance, adaptation, survival of the fittest, reproduction and passing on traits. Geography: world countries and key features- research. IT: DL- research	<u>Britten's Got Talent</u> English: classic fiction Poetry: Song and Lyrics Persuasion: A formal review Science: Light- exploring the way light behaves, including light sources, reflections, shadows. IT: multi-media Music/ History: (driver subject):	<u>Heroes and Villains</u> English: older Literature: Shakespeare Information text hybrid Poems with imagery Science: Famous Scientists and their contributions to the world. IT: CS computational thinking Music: linked to topic Art linked to topic	<u>Super Sleuth</u> English: Detective Crime fiction Explanations Science: classifications including subdivision for vertebrates and invertebrates. History: Viking and Anglo-Saxon struggle for the Kingdom of England	<u>Oh I do like to be beside the Seaside</u> English: Short stories with a flashback Discussion and debate Classic narrative poetry After half term Novel as a theme- (Can be linked to secondary school project) Recount: autobiography Poems on a theme Science: Electricity Geography: Human Geography, land use, economic activity, Os mapwork	

	<p>Art: Drawing and painting developed into digital art; developing sketchbook ideas</p> <p>PE: swimming Gymnastics</p>	<p>Understanding the history of music, including Britten, performing- A new year Carol by Britten</p> <p>Art: Painting inspired by music PE: swimming</p> <p>Dance: evolution of dance- create/ perform dance compositions</p>	<p>DT: food- Food - chefs, food heroes, designing a healthy menu/eatwell plate</p> <p>PE: swimming to half term Net wall games Tennis/ Badminton</p>	<p>IT: cs/ DL: data handling: digital research/ communication/ collaboration & networking- work with partner schools in Loughborough and Sacred Heart Leicester</p> <p>Music: linked to topic</p> <p>PE: Invasion games Netball/ Tag rugby</p>	<p>History: Aspect of British History beyond 1066- Leisure and Entertainment.</p> <p>IT: CS/ programming/ computational thinking/hardware.</p> <p>Music: Creating: explore/ compose/ choose and organise musical structures</p> <p>Art: Drawing and painting developed into collage / batik / felt making</p> <p>DT: Combining learning from across design and technology skills bases - structures, mechanical systems, electrical systems, ICT programming and control</p> <p>Cricket before half term</p> <p>After half term: PE: Athletics/ OAA</p>
	<p>Number: Place Value (2)</p> <p>Number: Addition and subtraction, Multiplication and division (5)</p> <p>Number: Fractions (4)</p> <p>Geometry: Position and Direction (1)</p>		<p>Number: Decimals (2)</p> <p>Number: Percentages (2)</p> <p>Number: Algebra (1)</p> <p>Measurement: Converting units (1)</p> <p>Measurement: Perimeter, area and volume (2)</p> <p>Number: Ratio (2)</p>		<p>Geometry: Properties of shape (3)</p> <p>Problem solving (3)</p> <p>Statistics (2)</p> <p>Investigations(4)</p>