Geography	Physical Education Swimming (Willow and Chestnut)	Modern Foreign Languages (I Families and Friends
Our European Neighbours Pupils should be taught about:	National Curriculum Links	National Curriculum Links
How to locate the world's countries, using maps to focus on Europe;	Pupils should be taught to:	Pupils should be taught to:
Geographical similarities and differences through the study of human and	Use a range of strokes effectively;	Listen attentively to spoken language and show u
physical geography of a region in a European country; and	Swim competently, confidently and proficiently over a distance of at least	joining in and responding;
How to use maps, atlases, globes and digital/computer mapping to locate	25 metres: and	Speak in sentences, using familiar vocabulary, ph
countries and describe features studied.	Perform safe self-rescue in different water-based situations.	language structures;
Learning Outcomes (Our European Neighbours)	Athletics	Develop accurate pronunciation and intonation so
Children will be able to:	Pupils should be taught to:	understand when they reading aloud or using fam
Identify the continent of Europe on a world map; naming and finding some	Use running, jumping, throwing and catching in isolation and in	phrases; and
European countries, including Russia, as well as the major capital cities of	combination; and	Read carefully and show understanding of words,
these countries.	Develop flexibility, strength, technique, control and balance through	simple writing.
Talk about landmarks and sites that make countries unique as well as	athletics.	Learning Outcomes:
looking at their key defining features of human geography, such as flags,	Multi-Skills (Maple)	Children will be able to:
currency and language.	National Curriculum Links:	Name and identify key members of their family ar
Understand the differences between human and physical geography of	Develop flexibility, strength, technique, control and balance; and	describing them and their hobbies (e.g. "My mum
Europe.	Compare their performances with previous ones and demonstrate	/ Ma mère a les cheveux bruns.").
Discuss similarities and differences between two European capital cities	improvement to achieve their personal best.	
(London and Athens) including size, population, language, currency and	Residential (Year 4)	Art
culture.	Take part in outdoor and adventurous activity challenges both	Alnwick in Bloom
	individually and within a team.	National Curriculum Links
History		Pupils should be taught to:
The Ancient Greeks		Create sketchbooks to record their observations a
Pupils should be taught about:	Our European Neighbours	review and revisit ideas; and
Ancient Greece – a study of Greek life and their achievements and their	Jan San San San San San San San San San S	Improve their mastery of art and design technique
influence on the western world.		drawing, painting and sculpture with a range of m
Learning Outcomes	Computing	Learning Outcomes
Children will be able to:		Children will be able to:
Identify the 'city-states' of Ancient Greece and understand that each	Computer Science	Make and record observations in their sketchbool
individual state had own laws and armies. Children will then draw a	National Curriculum Links:	watercolours, apply a wash and build up a paintin
contrast between Athens and Sparta and develop a balanced argument	Pupils should be taught to: Use sequence, selection, and repetition in programs; work with variables	of colour.
about which one they would prefer to live in.	and various forms of input and output; and	
Compare the thoughts and ideas of famous Greek philosophers and	Use logical reasoning to explain how some simple algorithms work and	DT
engage in a philosophical debate of their own.	to detect and correct errors in algorithms and programs.	Crêpes
Create a museum exhibition to inform others about one philosopher and	Learning Outcomes	National Curriculum Links
inform others how their thoughts, beliefs, arguments and achievements	Children will be able to:	Pupils should be taught to:
influenced the western world for hundreds of years.	Use Scratch to design a background based on an Ancient Greek	Understand and apply the principles of a healthy a
	Olympic track and a character sprite to run around the track.	and
Religious Education Outdoor Learning	Program the sprite so that it moves around the track following input	Prepare and cook a dish using a range of cooking
	commands from the Chromebook keyboard.	[measuring, pouring, whisking and chopping].
Opportunities.	Add repetition to their algorithm so that the sprite's costume changes as	Learning Outcomes
Children will:	it runs around the track.	Children will be able to:
I TOM DISTORY DV RE-EDACTING THE		Explore and taste a variety of healthy fillings, choose
Discuss the sympols linked to the		
Discuss the symbols linked to different religions before Ancient Greek Olympics on the school field.	PHRSE] filling for their own crepe.

focusing on the main symbol used by Muslims and learning about why this has become so commonly associated with Islam.

Discuss the meanings of the other Islamic symbols to develop a wider understanding of the religion.

Mastering Maths

Learning Outcomes Children will be able to: Measure, record and analyse data gathered from their 'Olympic Games' to determine winners.

Mastering English Learning Outcomes

Use their speaking and listening skills to engage in a philosophical debate.

PHRSE **Changing Me**

National Curriculum Links Pupils will:

Think about how they have changed throughout their lives and from September and children will also think about upcoming changes, such as moving to a new class in the next school year.

(French)

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Read and follow instructions in the form of a recipe.

Measure out and prepare ingredients using a range of cooking techniques.

Assemble their ingredients and cook them following the recipe. Taste and evaluate their own dish.

<u>Science</u>

<u>Light</u>

National Curriculum Links

Pupils should be taught to: Recognise that they need light in order to see things and that dark is the absence of light; Notice that light is reflected from surfaces;

Recognise that light from the sun can be dangerous and that there are ways to protect their eyes;

Recognise that shadows are formed when the light from a light source is blocked by an opaque object; and

Find patterns in the way that the size of shadows change. Learning Outcomes

Pupils should be taught:

To recognise that they need light to see things.

To investigate which surfaces reflect light.

To explore what happens when light reflects off a mirror. That light from the sun can be dangerous and there are ways we can protect our eyes.

To recognise that shadows are formed when light is blocked by an opaque object.

To find patterns when investigating how shadows change size.

<u>English</u>

The Mark of the Cyclops

National Curriculum Links Pupils should be taught to:

Develop positive attitudes to reading, and an understanding of what they read, by listening to and discussing a range of poetry, non-fiction and reference books:

Discuss words and phrases that capture the reader's interest and imagination;

Ask questions to improve their understanding of a text; Organise paragraphs around a theme;

Discuss and recording ideas;

Propose changes to grammar and vocabulary to improve consistency;

Proof-read for spelling and punctuation errors;

Read aloud their own writing, to a group or the whole class, using appropriate intonation and controlling the tone and volume so that the meaning is clear;

Use the present perfect form of verbs in contrast to the past tense;

Choose nouns or pronouns appropriately for clarity and cohesion and to avoid repetition;

Use and punctuating direct speech; and

Consolidate their understanding of English concepts.

Maths (Willow)

Length and perimeter Pupils should be taught to:

Measure, compare, add and subtract lengths (m/cm/mm); and Measure the perimeter of simple 2-D shapes.

Money

Add and subtract amounts of money to give change, using both ${\tt \pounds}$ and p in practical contexts

<u>Time</u>

Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks;

Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight; Know the number of seconds in a minute and the number of days in each month, year and leap year; and

Compare durations of events [for example, to calculate the time taken by particular events or tasks].

Statistics

Interpret and present data using bar charts, pictograms and tables; Solve one-step and two-step questions [for example 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables

Mass and Capacity

Pupils should be taught to: Measure, compare, add and subtract: mass (kg/g); volume/capacity (l/ml).

Music

Enjoying Improvisation: What Stories Does Music Tell us About the Past?

National Curriculum Links

Pupils should be taught to:

Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression

Improvise and compose music

Listen with attention to detail and recall sounds

Use and understand staff and other musical notations

Learning Outcomes Children will be able to:

The ancient origins of music having arisen in ceremonies and stories (compare to its role in today's films and shows!), meaning it is intimately linked to how humans build community, friendship, kinship and peace, and to how we learn about and understand each other. How music has always helped us tell stories and still does today, in many different ways! How music often IS the story, or carries the story within it.

The role of music and musicians as 'history book' guardians of historical and cultural heritage.

How music is a kind of time travel, often reanimating long 'dead' notes with the click of a finger (or the pluck of a string!).

How music can be both a teacher and a tool for improving our lives and societies. It is only by sharing and listening to each other's stories and histories that we can come to a better understanding of each other. How whenever we create something new in music, we do so by building on all the music that has come before it.

Maths (Chestnut and Maple)

Decimals Pupils should be taught to:

Compare numbers with the same number of decimal places up to two decimal places;

Round decimals with one decimal place to the nearest whole number; Recognise and write decimal equivalents to 1/4, 1/2 and 3/4; and Find the effect of dividing a one or two-digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths.

<u>Money</u>

Pupils should be taught to:

Estimate, compare and calculate different measures, including money in pounds and pence; and

Solve simple measure and money problems involving fractions and decimals to two decimal places.

<u>Time</u>

Pupils should be taught to:

Read, write and convert time between analogue and digital 12- and 24-hour clocks; and

Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Statistics

Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs; and Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Geometry (Maple)

Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes;

Identify acute and obtuse angles and compare and order angles up to 2 right angles by size;

Identify lines of symmetry in 2-D shapes presented in different orientations complete a simple symmetric figure with respect to a specific line of symmetry;

Describe positions on a 2-D grid as coordinates in the first quadrant; Describe movements between positions as translations of a given unit to the left/right and up/down; and

Plot specified points and draw sides to complete a given polygon.