

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
English	Aspirations Retell a Greek myth Comprehension	Setting Descriptions Comprehension	Setting Descriptions Comprehension	Character descriptions Comprehension	Character descriptions Comprehension	Story Endings Comprehension	Story Endings Comprehension	Instructions Comprehension
Mathematics	Number – place Value Assessment –place value Review arithmetic skills	Number – place Value Read, write numbers to 1000000 Order and compare numbers to 1000000	Number – place Value Rounding to 1000000 Roman Numerals $X \div 10, 100, 1000$	Four Operations Addition and subtraction Estimations	Four Operations Addition and subtraction Inverse operations	Four Operations Multiplication and Division Column multiplication Factors and multiples	Four Operations Multiplication and division Short division Square, cube, prime numbers	Four Operations Long division Revisit all four operations

<p>Science</p>	<p>Earth and Space</p> <p>KWL grid – introduce topic.</p>	<p>Earth and Space</p> <p>Historical events</p>	<p>Earth and Space</p> <p>Explain how we know that the Sun, Earth and Moon are spherical.</p> <p>Describe the Sun, Earth and Moon as approximately spherical bodies</p>	<p>Earth and Space</p> <p>Features of planets</p>	<p>Earth and Space</p> <p>How planets move</p> <p>Describe the movement of the Earth, and other planets, relative to the Sun</p>	<p>Earth and Space</p> <p>Day and Night</p> <p>Movement of the sun</p> <p>Describe the movement of the Earth, and other planets, relative to the Sun</p> <p>use the idea of the Earth’s rotation to explain day and night and the apparent movement of the sun across the sky</p>	<p>Earth and Space</p> <p>Movement of the moon</p> <p>Describe the movement of the Moon relative to the Earth</p>	<p>Earth and Space</p> <p>Assessment</p>
<p>Computing</p>	<p>Digital Literacy</p> <p>To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	<p>Internet Safety</p> <p>Privacy and secure passwords.</p> <p>Digital Literacy</p> <p>To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	<p>Internet Safety</p> <p>Online gaming, chat rooms.</p> <p>Digital Literacy</p> <p>To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about</p>	<p>Kodu</p> <p>Computer Science</p> <p>Design write and debug programs that accomplish specific goals; including controlling or simulating physical systems and solving problems by decomposing them into smaller parts</p>	<p>Kodu</p> <p>Computer Science</p> <p>Design write and debug programs that accomplish specific goals; including controlling or simulating physical systems and solving problems by decomposing them into smaller parts</p> <p>Use sequence, selection and repetition in</p>	<p>Kodu</p> <p>Computer Science</p> <p>Design write and debug programs that accomplish specific goals; including controlling or simulating physical systems and solving problems by decomposing them into smaller parts</p> <p>Use sequence, selection and repetition in</p>	<p>Kodu</p> <p>Computer Science</p> <p>Design write and debug programs that accomplish specific goals; including controlling or simulating physical systems and solving problems by decomposing them into smaller parts</p>	<p>To research and present findings about the Greel gods using publisher.</p> <p>Digital Literacy &amp; ICT</p> <p>To present data and information.</p>

			<p>content and contact.</p>	<p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p>programs; work with variables and various forms of input and output</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p>programs; work with variables and various forms of input and output</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	
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Geography		Locate Greece on maps.  Geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers)						
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<p>History</p>	<p>KWL Grid</p>	<p><b>Main events in Ancient Greece</b> Ancient Greece – a study of Greek life and achievements and their influence on the western world</p>	<p><b>Democracy</b> Ancient Greece – a study of Greek life and achievements and their influence on the western world</p>	<p><b>Democracy</b> Ancient Greece – a study of Greek life and achievements and their influence on the western world</p>	<p><b>Gods and Goddesses</b> Ancient Greece – a study of Greek life and achievements and their influence on the western world</p>	<p><b>Gods and Goddesses</b> Ancient Greece – a study of Greek life and achievements and their influence on the western world</p>	<p><b>Battle of Marathon</b> Ancient Greece – a study of Greek life and achievements and their influence on the western world</p>	<p><b>End of topic activities</b></p>
<p>Art and Design</p>	<p><b>Look at the typical art, design surrounding the Greek period.</b> Pupil are taught about great artists, architects and designers in history</p>	<p><b>Greek artists</b> Pupil are taught about great artists, architects and designers in history</p>	<p><b>Greek Pottery</b> <b>Sketch different types of pottery</b> To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.</p>	<p><b>Greek Pottery</b> <b>Design Greek pottery</b> To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials</p>	<p><b>Use clay to make their Pottery</b> <b>Sculpture</b> To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.</p>	<p><b>Use clay to make their Pottery</b> <b>Sculpture</b> To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials..</p>	<p><b>Evaluate Greek Pottery.</b> To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.</p>	<p><b>End of topic activities</b></p>

<p>P.E.</p>	<p>SAQ &amp; Fitness OA Cricket</p> <p>use running, jumping, throwing and catching in isolation and in combination</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>	<p>SAQ &amp; Fitness OA Cricket</p> <p>use running, jumping, throwing and catching in isolation and in combination</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>	<p>SAQ &amp; Fitness OA Cricket</p> <p>use running, jumping, throwing and catching in isolation and in combination</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>	<p>SAQ &amp; Fitness OA Cricket</p> <p>use running, jumping, throwing and catching in isolation and in combination</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>	<p>SAQ &amp; Fitness OA Cricket</p> <p>use running, jumping, throwing and catching in isolation and in combination</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>	<p>SAQ &amp; Fitness OA Cricket</p> <p>use running, jumping, throwing and catching in isolation and in combination</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>	<p>SAQ &amp; Fitness OA Cricket</p> <p>use running, jumping, throwing and catching in isolation and in combination</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>	<p>SAQ &amp; Fitness OA Cricket</p> <p>use running, jumping, throwing and catching in isolation and in combination</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>
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Language	French PPA cover Assessment	French PPA cover Counting to 20 and in tens	French PPA cover Places in locality	French PPA cover Journey to school	French PPA cover Directions	French PPA cover Introduce the planets	French PPA cover describe the planets	French PPA cover describe the planets
R.E.	What do Sikhs believe? KWL Grid	What do Sikhs believe? Main beliefs Ek onkar	What do Sikhs believe? What is the Mool Mantar	What do Sikhs believe? How and where do Sikhs worship?	What do Sikhs believe? Why is Guru Nanak special	What do Sikhs believe? What does Sikhism teach about equality	What do Sikhs believe? Research an aspect of Sikhism	What do Sikhs believe? Create a presentation using research. Present to class
Music	Charanga Living on a prayer (Y5) Happy (Y6) play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression listen with attention to detail and recall sounds with	Charanga Living on a prayer (Y5) Happy (Y6) play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression listen with attention to detail and recall sounds with	Charanga Living on a prayer (Y5) Happy (Y6) play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression listen with attention to detail	Charanga Living on a prayer (Y5) Happy (Y6) play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression listen with attention to	Charanga Living on a prayer (Y5) Happy (Y6) play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression listen with attention to detail	Charanga Living on a prayer (Y5) Happy (Y6) play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression listen with attention to detail	Charanga Living on a prayer (Y5) Happy (Y6) play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression listen with attention to detail	Charanga Living on a prayer (Y5) Happy (Y6) play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency,

	increasing aural memory	increasing aural memory	and recall sounds with increasing aural memory	detail and recall sounds with increasing aural memory	control and expression  listen with attention to detail and recall sounds with increasing aural memory			
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