

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
English	Aspirations Reading and Grammar main focus	Reading and Grammar main focus	Flashbacks	Flashbacks	Biographies/ Autobiographies	Biographies/ Autobiographies	Informal letters	Informal letters
Mathematics	Recap	Number - Place value Read, write and compare numbers to 1,000,000 (y5) 10,000,000 (y6) Counting in powers of 10	Number - Place value. Interpreting negative numbers in context. Rounding numbers.	Number - Place value Rounding numbers. Roman numerals. Problems solving across place value.	Number – Addition and Subtraction Mental strategies for addition and subtractions – number patterns. Column addition and subtraction to more than 4 digits.	Number- addition and subtraction Column addition and subtraction to more than 4 digits. Rounding, estimation and multi-step problem solving.	Number – Multiplication and Division. Times table facts. Factors, multiples and prime numbers. Multiplying up to 4 digit numbers by one and two digit numbers.	Number – Multiplication and Division Multiplying up to 4 digit numbers by one and two digit numbers. Short division.

<p>Science</p>	<p>Evolution and inheritance</p> <p>To recognise that characteristics are passed from parents to offspring.</p> <p>Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents</p>	<p>Evolution and inheritance</p> <p>Types of fossils</p> <p>Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago</p>	<p>Evolution and inheritance</p> <p>Charles Darwin study (autobiography)</p> <p>Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago</p>	<p>Evolution and inheritance</p> <p>Charles Darwin study (autobiography)</p>	<p>Evolution and inheritance</p> <p>Charles Darwin finches</p>	<p>Evolution and inheritance</p> <p>Animal Evolution</p> <p>□ identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution</p>	<p>Evolution and inheritance</p> <p>Assessment</p>	<p>Evolution and inheritance</p> <p>Misconceptions</p>
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<p>Computing</p>	<p>Digital Literacy Internet Safety Risks posed by social media and permission to share images. 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>Publisher - Create a poster or leaflet on risks posed by social media. Information Technology 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>Scratch Computer Science To make a maze game 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>Scratch Computer Science Character and back drops 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>Scratch Computer Science Adding effects 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>Scratch Computer Science Splat Game 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>Scratch Computer Science Changing costumes 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>Scratch Computer Science Scoring and levels 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>
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<p>Geography</p>			<p>Locate Aztec Civilisation on maps.</p> <p>Geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers)</p>			<p>Describe and compare Aztec civilisation to modern day.</p> <p>Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America</p>		
<p>History</p>	<p>To find out what I know, what I want to know about Aztecs</p> <p>A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066</p>	<p>Who are the Aztecs?</p> <p>Timeline of events during Aztec period.</p> <p>A non-European society that provides contrast with British history</p>		<p>Daily Life during Aztec times.</p> <p>(use a range of artefacts)</p> <p>Show understanding of some of the similarities and differences between different periods, e.g. social, belief, local, individual</p>	<p>History of chocolate</p> <p>A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066</p>		<p>Aztec gods and goddesses.</p> <p>Research Gods/Goddesses</p> <p>Show understanding of some of the similarities and differences between different periods, e.g. social, belief, local, individual</p>	<p>Aztec gods and goddesses.</p> <p>Character descriptions/ top trumps</p> <p>Show understanding of some of the similarities and differences between different periods, e.g. social, belief, local, individual</p>

<p>Art and Design</p>		<p>Look at the typical art, design surrounding the Aztec period.</p> <p>Knowledge about artists</p> <p>To learn about great artists and designers in History.</p>	<p>Sketch Aztec calendar designs.</p> <p>Drawing</p> <p>To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.</p>	<p>Design an Aztec calendar.</p> <p>Drawing</p> <p>To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.</p>	<p>Use clay to make calendar design</p> <p>Sculpture</p> <p>To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.</p>	<p>Use clay to make calendar design</p> <p>Sculpture</p> <p>To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials</p>	<p>Paint sculptures</p> <p>Painting</p> <p>To improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials</p>	<p>Evaluate their designs and sculptures.</p>
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P.E.	<p><i>Gymnastics</i> SAQ & Fitness</p> <p>Develop flexibility, strength, technique, control and balance</p> <p>Compare their performance with previous ones and demonstrate improvement to achieve their personal best</p>	<p><i>Gymnastics</i> SAQ & Fitness</p> <p>Develop flexibility, strength, technique, control and balance</p> <p>Compare their performance with previous ones and demonstrate improvement to achieve their personal best</p>	<p><i>Gymnastics</i> SAQ & Fitness</p> <p>Develop flexibility, strength, technique, control and balance</p> <p>Compare their performance with previous ones and demonstrate improvement to achieve their personal best</p>	<p><i>Gymnastics</i> SAQ & Fitness</p> <p>Develop flexibility, strength, technique, control and balance</p> <p>Compare their performance with previous ones and demonstrate improvement to achieve their personal best</p>	<p><i>Gymnastics</i> SAQ & Fitness</p> <p>Develop flexibility, strength, technique, control and balance</p> <p>Compare their performance with previous ones and demonstrate improvement to achieve their personal best</p>	<p><i>Gymnastics</i> SAQ & Fitness</p> <p>Develop flexibility, strength, technique, control and balance</p> <p>Compare their performance with previous ones and demonstrate improvement to achieve their personal best</p>	<p><i>Gymnastics</i> SAQ & Fitness</p> <p>Develop flexibility, strength, technique, control and balance</p> <p>Compare their performance with previous ones and demonstrate improvement to achieve their personal best</p>	<p><i>Gymnastics</i> SAQ & Fitness</p> <p>Develop flexibility, strength, technique, control and balance</p> <p>Compare their performance with previous ones and demonstrate improvement to achieve their personal best</p>
Languages	Number 1 - 30	Tell the time to the hour	Tell the time on the quarter hour	Similarities and differences between French and English schools	Objects and places in school	To recognise the difference between le/ la and un/une	Recognise and say what lessons you do at school	Assessment
R.E.	Learn about diversity	Faiths in our community	Areas in a mosque and special objects	Why is the Qur'an important to Muslims	Five pillars of Islam	Ramadan	Eid al-Adha	Eid ul-Fitr

Music	Composer Beethoven Charanga Happy							
PSHE	School Rules	TEAM Together everyone achieves more	TEAM Communicate	TEAM Collaborate	TEAM Compromise	TEAM Care	TEAM Shared responsibilities	TEAM Learning journey Assessment