



	Term 1		Term 2		Term 3	
Writing (The Literary Curriculum)	Flooded by Mariajo Ilustrajo Outcomes: Writing in role, including diary entries, dialogue, persuasive pleas and non- chronological reports Main Outcome: Report	The First Drawing by Mordicai Gerstein Outcomes: Character description, diary entry, recount Main Outcome: Own historical narrative	Leon and the Place Between by Angela McAllister Outcomes: Persuasive poster, setting description, thought bubbles/diary entry, dialogue Main Outcomes: Fantasy narrative including direct speech, diary recount	Cloud Tea Monkeys by Elspeth Graham and Mal Peet Outcomes: Descriptive passage, writing in role, 'how to' guide (instructions), letter, discussion Main Outcomes: Non-chronological report- cross curricular, Instructional text- cross curricular	The Last Garden by Rachel IP Outcomes: Setting descriptions, advertisement/poster, retelling, instructional flyer, social media updates, dialogue Main Outcomes: A setting description in the past tense, newspaper report	Cinderella of the Nile by Beverley Naidoo Outcomes: Short news report, diary entry, character description, advert Main Outcome: Own version traditional tale
	Dinosaurs and All That Rubbish by Michael Foreman Outcomes: Letters, setting descriptions, instructions, narrative (retelling), pamphlets, posters Main Outcome: Setting Description	The Polar Express by Chris Van Allsburg Outcomes: Letter, advert, setting description Main Outcomes: A descriptive setting, Snapshot poem, Acrostic	Tell Me a Dragon by Jackie Morris Outcomes: Figurative language, literal language, descriptive fantasy poem for performance, oracy practise Main Outcome: Fantasy poem			The Pied Piper of Hamelin by Michael Morpurgo Outcomes: Writing in role, information reports, adverts, formal letters Main Outcome: Persuasive letter

		poem- cross curricular				
VIPERS (Whole class guided reading)	Dinosaurs and All That Rubbish- Michael Foreman Stone Age Boy- Satoshi Kitamura The Mousehole Cat- Antonia Barber A range of non-fiction texts		Nim's Island- Wendy Orr A range of non-fiction texts		Mark of the Cyclops- Saviour Pirotta A range of non-fiction texts	
Maths (White Rose)	-Place value -Addition and subtraction -Multiplication and division (A)		-Multiplication and division (B) -Length and perimeter -Fractions (A) -Mass and capacity		-Fractions (B) -Money -Time -Shape -Statistics	
Winning With Numbers	x 3 (3-30) Place value to 1000 3 x 40 480 + 35 25 ÷ 3 and 3 x 80 Round numbers to 1000	3 x 43 Multiples of 4 (to 40) 3 x 87 362 – 8 46 ÷ 3 x 4 (4-40) 600 + 700	Order numbers to 1000 29 ÷ 4 and 4 x 80 Thousands 4 x 87 Double 643 61 ÷ 4	624 + 743 Multiples of 8 (to 80) ÷ by 10, 100 (whole numbers) Double 676 x 8 (8-80) Place value to 1000	65 ÷ 8 and 8 x 80 687 + 765 x by 10, 100 (whole numbers) 8 x 87 Count in 30s, 300s, 40s, 400s	Read scales to 1000 488 + 35 110 ÷ 4 Multiples of 9 (to 90) Millions Place value to millions Multiples of 6 (to 60) 324 - 68
History (Opening Worlds)	Ancient Egypt	Cradles of Civilisation	The Indus Valley	Persia and Greece	Ancient Greece	Alexander the Great
Geography (Opening Worlds)	Rivers	Mountains	Settlements	Agriculture	Volcanoes	Climate and Biomes
RE (Opening Worlds)	A Hindu story: Rama and Sita	More Hindu stories	Living Hindu traditions	Abraham, Issac and Jacob	Joseph, Moses and Exodus	The kings, the temple and living as a Jew
BSL (language)	Deaf Awareness Alphabet	Formal Greetings	Numbers to 50 Seasons	Information about friends/teachers (receptive and productive)	Days of the week Time o'clock and half past	Prepositions (receptive and productive)
Science	Light and seeing		Rocks and soils Forces (Magnetism)		Animals including humans Plants	

Art	Colour and artists: 18 th Century watercolours vs cave painting		Drawings, watercolours and Photoshop : Circus and Magic		Design and printing: Ancient Greece	
Music (Kapow)	Traditional instruments and improvisation (India)		Pentatonic melodies and composition (Chinese New Year)		Ballads	
PSHE (Jigsaw)	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
PE	Agility – Balance - Coordination	Balance – Travel - Flair	Throw – Catch - Play	Strike – React - Rally	Float – Swim – Be Safe! Run – Jump - Throw	React – Retrieve - Roll
Computing	Connecting computers	Desktop publishing	Branching databases	Animation	Programming (Sequencing sounds)	Programming (Events and actions)
D&T (Kapow)	Structures- Constructing a roundhouse	Digital World- Wearable technology	Mechanical systems- Pneumatic toys	Textiles- Cushions	Food- Eating seasonally	