Year A	Spring 1		Spring 2
Reading	Shared Reading Text:		Shared Reading Text:
	Story Worlds: A mome	ent in Time	The Wind in the Willows
	Key Poems:		Key Poems:
	Excuses – Allan Ahlber	g	Ducks Ditty- Wind in the Willows
	Guided Reading Focus:		Guided Reading Focus:
	W1 - Retrieval		W1 - Explanation
	W2- Summary		W2 - Retrieval
	W3 - Vocab		W3 - Inference
	W4 - Inference		W4 - Vocab
	W5 - Prediction		W5 - Inference
	W6 - Assessment		W6 - Assessment
Writing	W1-3 Text: Persuade (Persuasive Speech		W1-3 Text: Entertain (Descriptive Fantasy Setting)
	Presenting to an Audie	•	Stimulus: The Wind in the Willows
	debate)	1 0	W4-6 Text: Inform (Instructions)
	1	s <b>W4-6</b> Text: Inform (Non-	Stimulus: DT Pop Up Books
	Chronological Reports	•	<b>W7</b> Text: Entertain (Performance Poetry) Stimulus:
	Stimulus: Life Cycles -		Ducks Ditty
	Seminaras: Ene cycles	50101100	
Mathematics	Year 3	Year 3/4	Year 4
	1-5: Fractions	1-4: Fractions	1-4: Fractions Value
	6: Measures	5-6: Decimals	5-6: Decimals
	(Length &	7: Assessment	7: Assessment
	Perimeter)	8: Consolidate	8: Consolidate
	7: Assessment	9: Decimals	9: Decimals
	8: Consolidate	10: Statistics	10: Statistics
	9: Measures Cont.	11-12: Measures	11-12: Measures
	10-11: Statistics	(Length & Perimeter)	(Length, Perimeter &
	12: Multiply &	(Length & Fermicier)	Area)
	Divide		7.11.037
History	The Anglo-Saxons, Sco	ots and Vikings	The Vikings and Normans
	1. Anglo Saxon England	d	7. Alfred the Great
	2. The Scots and the Pi	icts	8. Viking settlements and Danelaw
	3. Anglo Saxon Settlen	nents	9. Viking Religion and Culture
	4. Anglo Saxon Culture and Religion		10. Edward the Confessor
	5. Who were the Vikings?		11. The Norman Invasion
	6. Viking Raids and Invasion		12. Assessment
Geography	Rivers 1. What is a river? 2. Rivers of Europe 3. Rivers of Africa 4. Rivers of Asia 5. Rivers of Australia, South America and North America		UK: The South West
			1. Introduction to the South West
			2. Coastal areas and erosion
			3. Landmarks and tourism
			4. Agriculture and climate
			5. Change over time
			6. Assessment
	6. Assessment		
Calamaa	1:-ha		Dlante
Science	Light		Plants  1. Petany and Flavoring Plants
	1. Light and Dark	agua Curfaces	Botany and Flowering Plants     Bossiroments for Life and Crowth 2 Water
	2. Transparent and Opaque Surfaces		2. Requirements for Life and Growth 3. Water
	3. Mirrors and Reflecti	on	Transportation in Plants
	4. Part 1—Shadows		4. Pollination in Flowering Plants
	5. Part 2—Finding Patterns in Changing Shadows		5. Seed Dispersal
	6. Assessment		6. Assessment

Art	Art of Ancient Egypt	Anglo Saxon Art
	1. The Art of Ancient Egypt—Introduction	1. Masterpieces in metal— Sutton Hoo
	2. The Great Sphinx	2. Anglo-Saxon designs
	3/4. The Bust of Nefertiti	3. Masterpieces in manuscript—The Lindisfarne
	5. Making papyrus	Gospels
	6. Ancient Egyptian gods	4. Illuminated letters
		5/6. The Bayeux Tapestry
DT	Sew – Cushions	Build - Pop-up Books
	1. Research and Investigate	1. Research and Investigate
	2. Design	2. Design
	3. Make	3. Make
	4. Use and Evaluate	4. Use and Evaluate
	555 4.14 2.4.445	555 5.15 213.555
RE	Judaism	Christianity
	1. The story of Passover, the Seder meal and	1. The story of the Last supper and Jesus'
	Kashrut rules.	forgiveness of Peter.
	2. Reflecting on different practices	2. Reflection on whether forgiveness is always
	demonstrations of respect for God.	possible.
Computing	Creating Media – Desktop Publishing	Branching databases
	1. Words and pictures	1 Yes or no questions
	2. Can you edit it?	2 Making groups
	2. can you care it:	=
	3. Great template!	3 Creating a branching
	3. Great template!	3 Creating a branching
	<ul><li>3. Great template!</li><li>4. Can you add content?</li></ul>	3 Creating a branching database
	<ul><li>3. Great template!</li><li>4. Can you add content?</li><li>5. Lay it out</li></ul>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database
	<ul><li>3. Great template!</li><li>4. Can you add content?</li><li>5. Lay it out</li><li>6. Why desktop publishing?</li></ul>	3 Creating a branching database 4 Structuring a branching database
	<ul><li>3. Great template!</li><li>4. Can you add content?</li><li>5. Lay it out</li><li>6. Why desktop publishing?</li></ul>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database
	<ul><li>3. Great template!</li><li>4. Can you add content?</li><li>5. Lay it out</li><li>6. Why desktop publishing?</li></ul>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database 6 Making a dinosaur
Music	<ul><li>3. Great template!</li><li>4. Can you add content?</li><li>5. Lay it out</li><li>6. Why desktop publishing?</li></ul>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database 6 Making a dinosaur identifier 7. Assessment 1. Element of Music: Rhythm (irregular meter)
Music	<ul><li>3. Great template!</li><li>4. Can you add content?</li><li>5. Lay it out</li><li>6. Why desktop publishing?</li><li>7. Assessment</li></ul>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database 6 Making a dinosaur identifier 7. Assessment 1. Element of Music: Rhythm (irregular meter) 2. Notation: stave, treble clef
Music	<ul> <li>3. Great template!</li> <li>4. Can you add content?</li> <li>5. Lay it out</li> <li>6. Why desktop publishing?</li> <li>7. Assessment</li> <li>1. Element of Music: Pitch (minor/major contrasts)</li> <li>2. Notation: semi-breve</li> </ul>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database 6 Making a dinosaur identifier 7. Assessment 1. Element of Music: Rhythm (irregular meter) 2. Notation: stave, treble clef 3. Composing: Create question and answer
Music	<ul> <li>3. Great template!</li> <li>4. Can you add content?</li> <li>5. Lay it out</li> <li>6. Why desktop publishing?</li> <li>7. Assessment</li> <li>1. Element of Music: Pitch (minor/major contrasts)</li> <li>2. Notation: semi-breve</li> <li>3. Composing: Graphic notation using instrument</li> </ul>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database 6 Making a dinosaur identifier 7. Assessment 1. Element of Music: Rhythm (irregular meter) 2. Notation: stave, treble clef 3. Composing: Create question and answer 4. Listening and Appreciation: Tchaikovsky,
Music	<ol> <li>Great template!</li> <li>Can you add content?</li> <li>Lay it out</li> <li>Why desktop publishing?</li> <li>Assessment</li> <li>Element of Music: Pitch (minor/major contrasts)</li> <li>Notation: semi-breve</li> <li>Composing: Graphic notation using instrument</li> <li>Listening and Appreciation: Mamma Mia</li> </ol>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database 6 Making a dinosaur identifier 7. Assessment 1. Element of Music: Rhythm (irregular meter) 2. Notation: stave, treble clef 3. Composing: Create question and answer 4. Listening and Appreciation: Tchaikovsky, Prokofiev and Strauss
Music	<ul> <li>3. Great template!</li> <li>4. Can you add content?</li> <li>5. Lay it out</li> <li>6. Why desktop publishing?</li> <li>7. Assessment</li> <li>1. Element of Music: Pitch (minor/major contrasts)</li> <li>2. Notation: semi-breve</li> <li>3. Composing: Graphic notation using instrument</li> </ul>	3 Creating a branching database 4 Structuring a branching database 5 Planning a branching database 6 Making a dinosaur identifier 7. Assessment 1. Element of Music: Rhythm (irregular meter) 2. Notation: stave, treble clef 3. Composing: Create question and answer 4. Listening and Appreciation: Tchaikovsky,

PE	Golf:	Football:	
	1.Explore hitting	1.Controlling the ball	
	technique and aiming	and dribbling under	
	towards a target	pressure	
	2.Explore shot accuracy	2.Develop passing to	
	3.Explore technique for	teammate	
	putting	3.Control the ball wit	h
	4.Explore technique for	different parts of the	
	chipping	body	
	5.Explore techniques for	4.Change direction w	ith
	short game	the ball using inside a	nd
	6.Explore techniques for	outside hook	
	long game	5.Tracking opponents	
	Dodgeball:	and the ball	
	1.Learn rules of	6.Apply rules and tac	tics
	dodgeball and apply to a	to a tournament	
	game	Gymnastics:	
	2.Throwing towards a	<ul><li>1.Create interesting point and patch balances</li><li>2.stepping into shape</li></ul>	
	moving target		
	3.Using jumps, blocks,		
	dodges and ducks to	jumps with control	
	avoid being hit	3.Develop straight,	
	4.Catching a dodgeball	barrel and forward ro	
	at different heights	4.Transition smoothly	
	5.Learn how to block	into and out of balance	
	using the ball	5.Create sequences v	/ith
	6.Understand the rules	matching and	
	of dodgeball and play in	contrasting actions ar	10
	a tournament	shapes	
		6.Create a partner	
		sequence incorporati	ng
		equipment.	
PHSE/RSHE	1.Safeguarding/Online: On	line Reputation	1.Safeguarding/Online: Managing Online
i i i i i i i i i i i i i i i i i i i	2. British/Go-givers: Rights and Responsibility:		Information
	Getting the Balance Right (DEBATE) (Links to Online Safety/Bill of Rights/Taxation)  3. Equality/Go-givers: Rio Meets Callum (Royal National Institute of Blind People) Equality /Go-givers – The Gift of Sight  4. British/Go-givers: Invaders and Settlers: Coming to Britain  5. British/Educate Against Hate: Community		2. British/Go-givers: The Golder Rule: Multi-Faith
			Values (Link to Religious Conflict)
			3. Character/Go-givers: Mediation Resolving
			Conflict (Links to Religious Conflicts)
			4. British/Go-givers: DEBATE – Should Adults be
			allowed to smack children?
			5. British/Educate Against Hate: The Beatles – Links
			to Music
			6. Norfolk Heritage: Local Area including
	Dance		waterways and port (Links to Hansa, Water Cycle)

**6. Norfolk Heritage:** Hanseatic League and the

Treaty of Utrecht