

Topics	English	Mathematics	Science	History Geography	Computing	Art Design and Technology	Music	PSHE	PE
The Golden City	Traditional stories and folktales Persuasive texts		Fossils Rocks and soils	History and Geography of Prague		Furniture design Sketching/ using pastels 3D city modelling	Exploring melodies and scales Create musical patterns, learn how to record these so that someone else is able to play them and then rehearse and Compose a tune	New Beginnings	Athletics Gymnastics Games
The Long Lost Lands	Instructions Historical Narrative	Number - Number and place value Number – addition and subtraction Number – multiplication and division Number – fractions	Forces Inventions	History and geography of the Ancient Romans The battles Boudicca led Celtic History & Geography	Using technology Using the internet Communicating and collaborating online	Celtic Roundhouse design/ modelling Shield design/ modelling Roman Mosaics	Play it again Exploring rhythmic patterns The class orchestra Exploring arrangements	Inclusion	Dance Games
Fabulous Feasts	Poetry Non chronological report	Measurement Geometry - Properties of shapes Geometry - Position and direction Statistics	Healthy eating A balanced diet and nutrition Muscles and bones in the human body	Tudor food, culture and people Geography Henry VIII	Creating and Publishing Digital Media Using Data Programming and Control	Torn paper collages Food Technology Landscaping	Animal magic Exploring descriptive sounds	Ecological Awareness	Gymnastics Multi skills Games
Jungle Journeys	Script writing Adventure story		Light, dark and shadows Plants	Geography of rainforests Learning about the plants, animals and peoples of the rainforest	Modelling and Simulations	Colour mixing Watercolours Patterns/ collages	Painting with sounds Exploring sound colours Exploring signals	Relationships Changes	Swimming Athletics Games