



Year D KS2 Curriculum map 2020 21



| Planned half term  | ILP            | Year group | Subject focus | Memorable experience                      | Innovate challenge     | Love to Read  | Love to Investigate  | English   | Art & design   | Computing  | Design & technology  | Geography   | History  | Mathematics                    | Music  | PE   | PSHE  | Science  |
|--|----------------|------------|---------------|---|------------------------|---|--|---|--|--|--|---|--|--------------------------------|--|--|---|--|
| 1  | I am Warrior!  | Year 4     | History       | Battle re-enactment                       | Become a Roman soldier | Thieves of Ostia - Caroline Lawrence  | Did the Romans use toilet roll?  | Soliloquies; Historical narrative; Play scripts; Instructions, invitations and menus; Letters         | Drawing; Sculpture; Mosaic; Jewellery making                     | Discrete   | Shields and helmets; Roman food; Roman design                | Comparing Britain and Italy; Using maps; Locational knowledge; Human and physical geography | The Roman Empire and its impact on Britain                                 | Reading Roman numerals         | Discrete   | Competitive games; Building strength and agility | Recognising achievements  | Discrete   |
| 2  | Stargazers     | Year 5     | Science       | Visit an observatory or planetarium       | Rocket launch          | Northern Lights - Philip Pullman; Alone on a Wide, Wide Sea - Michael Morpurgo; Cosmic - Frank Cottrell Boyce | How do we know the Earth is round? Can we track the Sun? How do rockets lift off? Why do planets have craters? How does the Moon move? | Mnemonics; Myths and legends; Free verse poetry; Newspaper reports; Science fiction/graphic narrative | Printing; Design   | Programming; Stop-frame animation                | Selecting materials; Design research; Structures; Evaluation | Locating physical features  | Significant individuals - Galileo Galilei, Isaac Newton; 1960's Space Race | Problem solving using measures | Space-inspired music and lyrics  | Dance  | Discrete  | Earth and space; Forces; Working scientifically                                      |
| 3  | Tribal Tales   | Year 3     | History       | Visit a prehistoric site                  | Construct a monument   | Stig of the Dump - Clive King   | Do plants have legs? What are flowers for?   | Information books; Adventure stories; Fact files; Letters; Poetry using similes and metaphors         | Neolithic art; Clay beakers; Iron Age jewellery                  | Discrete   | Tool design and making; Building structures                  | Fieldwork; Human and physical geography; Using maps and aerial images                       | Prehistoric Britain from the Stone Age to Iron Age                         | Discrete                       | Discrete   | Discrete   | Thinking about the lives of others  | Plants; Light; Working scientifically  |
| 4  | Hola Mexico!   | Year 6     | Music         | Mexican musical performance               | Festival procession    | Holes - Louis Sachar  | How can we make red? What colour is a shadow?  | Invitations; Postcards; Instructions; Myths and legends; Poetry                                       | Sculpture; Maya art; Carving                                     | Online research; Digital presentations           | Food of Mexico; Evaluating and making instruments            | Using maps; Human and physical geography of Mexico  | Ancient Maya civilisation  | Discrete                       | Mexican music; Musical notation  | Mexican dance                                    | Discrete  | Light and shadows  |
| 5  | Time Traveller | Year 5     | Art & design  | Interview people of different generations | Build a time machine!  | Tom's Midnight Garden - Philippa Pearce   | Do we slow down as we get older?   | Character study; Adventure narrative; Leaflets; Free verse poetry; Quotations & poems                 | Photography; Great artists - Andy Warhol, Salvador Dali; Collage | Digital portraits; Data logging; Online research | Selecting materials  | Changes in the local community  | Changes over the last century  | Time; Interpreting data        | Discrete   | Timing physical activity                         | Body changes approaching puberty; Meeting and talking with people; Reflecting on spiritual, moral, social and cultural issues; Setting personal targets; Feeling positive | Animals (including humans); Living things and their habitats; Working scientifically |
| 6  | Alchemy Island | Year 5     | Music         | Chief Alchemist's riddle                  | Game soundtrack        | Wizard of Earthsea - Ursula Le Guin; The Lion, the Witch and the Wardrobe - C.S. Lewis                        | Can you clean dirty water? Do all solids dissolve? Will it erupt? Which materials conduct heat?  | Fantasy narrative; Non-chronological reports; Soliloquies; Poetry; Lyrics                             | Discrete   | Digital photography; Debugging programs; Gaming  | Electrical circuits; Designing a board game                  | Map reading; Using co-ordinates; Human and physical features                                | Discrete   | Discrete                       | Composing; Recording and editing software; Atmospheric music; Graphic scores | Discrete   | Discrete  | Properties and changes of materials; Working scientifically                          |
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Discrete