



Long Term Plan: Year 2021-2022

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Collective Worship Value	Trust	Kindness	Love	Honesty	Tolerance & Respect	
Topic	Rainforest Rumble	Ancient Egypt	Oceans and Seas	Romans and Anglo Saxons	Out and About	Teeth and Health
Immersion/ Inspiration days (including Trips & use of local area)	Rainforest day	Ancient Egypt workshop	Ocean explorers	Roman timeline	Condover Hall residential	Dentist Visit/Olympian Visit
End Product	Rainforest Pop-up booklets Explorer's Workshop	Collection of Ancient Egyptian art	Kim Rody paintings Up-cycled product	Roman Catapult and battle	Condover maps	Healthy balanced meal menu and Grandparents visit.
Stories / Book	Where the forest meets the sea	Isis and Osiris	Mousehole Cat	Romulus and Remus	The Freedom Song	The Three Brothers and the Lion
English	<p>Writing to entertain:</p> <ul style="list-style-type: none"> Setting description <p>Writing to inform:</p> <ul style="list-style-type: none"> Diary entry Non-chronological report Persuasive Writing – letter 	<p>Writing to entertain:</p> <ul style="list-style-type: none"> Character description Narrative <p>Writing to inform:</p> <ul style="list-style-type: none"> Instructional text Newspaper article <p>Writing to persuade:</p> <ul style="list-style-type: none"> Advertising (Enterprise week) 	<p>Writing to entertain:</p> <ul style="list-style-type: none"> Poetry Setting description Innovated character description Innovated narrative 	<p>Writing to entertain:</p> <ul style="list-style-type: none"> Play script <p>Writing to inform:</p> <ul style="list-style-type: none"> Instructional text Diary entry 	<p>Writing to entertain:</p> <ul style="list-style-type: none"> Character description Innovated narrative 	<p>Writing to inform:</p> <ul style="list-style-type: none"> Non-chronological report <p>Writing to persuade:</p> <ul style="list-style-type: none"> Letter Debate (Speech) Campaign
Maths	Number – Place value/ Addition and Subtraction/ Multiplication	Number – addition and subtraction (inverse, two-step problems), multiplication and division (up to 12 times tables, factor pairs, commutativity, distributive law, 2-digit and 3-digit numbers by 1-digit, problem solving). Measurement – Perimeter and length.	Number – multiplication and division Measurement – Area Fractions – Equivalent, greater than 1, adding, subtracting, fractions of a quantity, problem solving.	Decimals – tenths and hundredths, compare, order, rounding, halves and quarters Measurement - Money (pounds and pence, ordering, estimate by rounding, using the four operations) Roman numerals	Measurement – Convert units of measurement, Time (12-hour and 24-hour conversions) Statistics – Interpret charts, compare, line graphs.	Properties of shape – Angles, triangles, quadrilaterals, lines of symmetry, symmetric shapes Position and Direction – co-ordinates, translations

Science	Food chains, Habitats	Electricity	States of Matter and Working Scientifically		Sound	Teeth and Digestion
Religious Education	The Gospel Big Q – Why do people pray? Big Q – How do we know what is right and wrong? Knowledge of Hinduism		Salvation Big Q – Festivals and Celebrations Big Q – Celebrating Easter Knowledge of Islam		Kingdom of God (including Pentecost) Big Q – Life as a Journey Part 1 Big Q – Life as a Journey Part 2 Knowledge of Humanism	
Geography	Use maps, atlases and globes to locate the world's countries, concentrating on environmental regions, key physical and human characteristic, countries and major cities. Identify the position and significance of the equator, Northern/ Southern hemisphere and the Tropics of Cancer and Capricorn. Rainforests of the world.	Human and physical features/ landscapes/ farming/ trading	Google Earth Comparative study – mountains, rivers, deserts. Place knowledge Oceans of the world Tsunamis Environmental change and pollution	Use digital/computer mapping to locate countries and describe features studied Countries of Europe Cities of the UK and Europe Human and Physical Roman invasion Trading Comparison of the Celtic roundhouse and Roman villas and cities	Geographical enquiry into natural resources, erosion, deposition and transportation by water. Locational Knowledge Topographical features – map and atlas work. Map reading and grid references Geographical skills/Place knowledge	
History	Rainforest over time History of chocolate	Study the achievements of the earliest civilisations	The unsinkable ship Sources of evidence beyond pure Observation	The study of the Roman Empire and its impacts on Britain.	N/a	History and Health
Computing	E-safety and coding/ programming	Word processing and Digital media	Coding and algorithms	Using search engines effectively	Word processing and Digital media	Digital animation
Music	Y4 Music lessons	Y4 Music lessons	Y4 Music lessons	Y4 Music lessons	Y4 Music lessons History of Music	Y4 Music lessons Charanga
PSHE	Me and My relationships	Valuing difference	Keeping Myself Safe	Rights and Responsibilities	Being My best	Growing and Changing
Art	Rainforest silhouette The Layers of the Rainforest	Egyptian headdresses on profile photos Hieroglyphics Scarab beetles	Sea turtle/coral painting (Kim Rody)	Observational drawings (Science)	Compass/Globe geometric piece (Okundu San Miguel)	N/a
Design & Technology	Rainforest pop-up booklet	Papyrus paper Shaduf model Enterprise week products	Water cycle droplet Up-cycled plastic product	Roman Catapults	N/a	3D model of a tooth
Modern Foreign	All Around Town	On the Move	Gone Shopping	Where in the World	What's the time?	Holidays and Hobbies

Languages (KS2)						
Physical Education	Real PE (Personal) Invasion Game – Tag Rugby Skills Net/wall - Badminton	Real PE (Social) Gymnastics Dance Invasion Game – Netball	Real PE (Cognitive) *Swimming Dodgeball <i>*Dependent on level (groups)</i>	Real PE (Creative) *Swimming Invasion Game – Hockey <i>*Dependent on level (groups)</i>	Real PE (Physical) Athletics	Real PE (/Health and fitness; Striking and Fielding Games - skills