

## Key Stage 2 Curriculum (Upper)

### Cycle A

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic (Driver)	<b>Ancient Greeks</b>		<b>The Vikings are Coming</b>		<b>The great Outdoors</b>	
Science Year 5	Properties and changes of materials	Forces	Earth and Space		Living things and their habitats	Animals, Including humans
Science Year 6	Electricity	Light	Animals including humans	SATS Revision	Living things and their habitats	Evolution and inheritance
Geography	<p>Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a <b>European country</b>, and a region within North or South America.</p> <p>( Climate, looking at location, weather and terrain)</p> <p>Locate the world's countries using maps to focus on Europe. Concentrate on their environmental regions, key human and physical characteristics, counties and major cities.</p>		<p>Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a <b>European country</b>, and a region within North or South America.</p> <p>(Viking raids across Europe)</p> <p>Human Geography includes types of settlement; land use, economic activity including trade links and the distribution of natural resources including energy, food, minerals and water.</p>		<p>Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time.</p> <p>Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world.</p>	
	Use maps, atlases and globes and digital computing mapping to locate countries and describe features studied.				Use field work to observe, measure, record and present the human and physical features in the local area using a range of methods including sketch maps, plans and graphs and digital technologies.	
History	Ancient Greece - a study of Greek life and achievements and their influence on the western world.		The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.			

Art	<p>To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</p> <p>To create sketchbooks to record their observations and use them to review and revisit ideas. (Link to Usher gallery visit)</p>				About great artists, architects and designers in history.
DT	To prepare a variety of predominantly savoury dishes using a range of cooking techniques(Greek foods cooking)		Select and use a wider range of materials and components (Textiles) according to their functional properties and aesthetic properties. (Design/Make/Evaluate Viking slippers/Shoes)		Apply their understanding of how to strengthen, stiffen and reinforce more complex structures (Shelters/Tents)
Music	Appreciate and understand a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians.		Develop an understanding of the history of music.		<p>Improvise and compose music for a range of purposes using the inter-related dimensions of music.</p> <p>(Link to minecraft biomes)</p>
PE	<p>FASA</p> <p>Gymnastics - Term1 Refer to Val Sabin Gymnastics units.</p> <p>Dance - Term 2 Refer to Val Sabin Dance units.</p>		<p>FASA</p> <p>Gymnastics - Term 3 Refer to Val Sabin Gymnastics units.</p> <p>Dance - Term 4 Refer to Val Sabin Dance units.</p>		<p>FASA (Swimming Terms 5 and 6)</p> <p>Take part in outdoor and adventurous activity challenges both individually and within a team</p> <p>Running, jumping, throwing and catching in isolation and combination</p>
PE Games	Hockey	Netball	Basketball	Cricket (Kwick)	Rounders/Tennis
Computing	<p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>(Correct use of search engines and building an understanding of how they work. Understanding use of search engines and how to omit certain words and search terms.)</p>		<p>Select, use and combine a variety of software on a range of digital devices to design and create a range of content that accomplish given goals including collecting, analysing, evaluating and presenting data and information.</p> <p>(Link to visit to Jorvik centre and interactive presentations.)</p>		<p>Select, use and combine a variety of software on a range of digital devices to design and create a range of programs; systems and content that accomplish given goals including collecting, analysing, evaluating and presenting data and information.</p> <p>(Children create their own digital app. Pull in information from coding and other terms work. Insturction manual. Trailer presentation etc.)</p>

<b>MFL</b>	Basic French Conversation Skills Jolie Ronde Scheme	Numbers and number of objects Jolie Ronde Scheme	Family Members and People Jolie Ronde Scheme
<b>Computing (Coding)</b>	-Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  -Use logical reasoning to explain how some simple algorithms work and detect and correct errors in algorithms and programs.  Objectives to be covered during through Purplemash activities.		
<b>Wow days/trips</b>	Usher Gallery in Lincoln	Jorvik Centre	Freiston man / Orienteering.