

## LKS2 Curriculum Overview Cycle B

Faculty	Domain	Subject	Cycle 1*	Cycle 2	Cycle 3	Cycle 4	Cycle 5	Cycle 6		
Arts	Language, Oracy and Literacy	English	Entertain	Inform	Inform	Entertain	Entertain	Persuade		
			Integrated grammar and word study/spelling – planned for progression							
			Handwriting - explicit, direct teaching and daily practice							
			Core Text Stig of the Dump	Core Text Ug: Boy Genius of the Stone Age	Core Text James and the Giant Peach	Core Text Selection of Non-Fiction Texts linked to Explorers	Core Text The Charioteers by Stephanie Baudet.	Core Text Selection of Non-Fiction Texts linked to The Romans		
	Arts and Creativity	Art	Unit 1 Cave Art		Unit 2 Landscapes – Japanese Art/Mount Fuji			Unit 3 Mosaics and coil pots.		
Music		Unit 1 Glockenspiel 1		Unit 2 Three Little Birds		Unit 3 The Dragon Song				
Humanities	Time and Place	Geography, History	Topic 1 History Stone Age to Iron Age. When was it better to be alive?	Topic 2 Settlements; land use; economic activity	Topic 3 Geography Mountains, hills – Himalayas and Alps.	Topic 4 History Explorers: (Link to English writing focus) Edmund Hillary	Topic 5 History Romans. Why did the Romans come to Britain?	Topic 6 Geography European Geography		
	Faith and Belief	RE	Unit 1 What does it mean to be a Christian in Britain today?		Unit 2 Why do some people think that life is a journey?		Unit 3 What does it mean to be a Hindu in Britain today? Visit to a Mandir			
STEM	Maths	Maths	Unit 1 Place Value and addition	Unit 2 Subtraction Multiplication and Division	Unit 3 Division Area, perimeter, length	Unit 4 Fractions and decimals	Unit 5 Money, time, statistics	Unit 6 Properties of shape Mass and capacity (year 3) Position and direction (year 4)		
			Science and Technology	Science	Unit 1 Rocks and soils	Unit 2 Sound	Unit 3 Animals including humans		Unit 4 Forces and magnets	
	Design			Unit 1 Stone Age Houses		Unit 2 Building a bridge.		Unit 3 Food – Mediterranean diet – pizza/pasta dish		
	Computing	3.4 Data and Information: Branching Databases		3.6 Programming: Events and Actions in programs	4.5 Creating Media: Photo Editing	4.3 Programming: Repetition in Shapes	4.4 Data and Data logging	4.6 Programming: Repetition in Games		
	E Safety- Project Evolve <a href="https://projectevolve.co.uk/toolkit/">https://projectevolve.co.uk/toolkit/</a>	Y3- Managing Online Information	Y3 Online Reputation	Y4- Online Bullying	Y4- Privacy and Security Y4- Copyright and Ownership	Y4- Health, Wellbeing and Lifestyle	Y4- Self-Image			

<b>Wellbeing</b>	<b>Physical and Emotional Health</b>	<b>PE</b>	Units 3.1/4.1 Multi Skills/ Invaders Units 3.1/4.1 Boot Camp Y4- Swimming	Units 3.2/4.2 African Dance/ Dynamic Dance Units 3.2/4.2 Mighty Movers Y4 Swimming	Unit 3.3/4.3 Groovy Gymnastics/ Gym Sequences Unit 3.3/4.3 Sip to The Beat	Unit 3.4/4.4 Brilliant Ball Skills/ Striking and Fielding Unit 3.4/4.4 Gym Fit Circuits	Unit 3.5/4.5 Throwing and Catching/ Nimble Nets Unit 3.5/4.5 Cool Core	Unit 3.6/4.6 Active Athletics/ Young Olympians Unit 3.6/4.6 Fitness Frenzy
	<b>Citizenship and Ethics</b>	<b>PSHE SRE</b>	Working Together (Citizenship) WT 3/4  Financial Capability (Economic Wellbeing) FC 3/4	Anti-bullying (Myself and my relationships) AB 3/4	Healthy Lifestyles (Healthy and Safer Lifestyles) HL 3/4  Relationships and Sex Education (Healthy and Safer Lifestyles) RS3	Family and Friends (Myself and my relationships) FF 3/4	Managing change (Myself and my relationships) MC 3/4	Personal Safety (Healthy and Safer Lifestyles) PS 3/4