Ocean Academy Whole School Curriculum 2019-20

Term	Autumn					Spring					Summer				
	Autumn 1 (8 weeks)			Autumn 2 (7 weeks)		Spring 1 (6 weeks)			Spring 2 (6 weeks)		Summer 1 (5 weeks)			Summer 2 (7 weeks)	
CORE PRINCIPLE FOCUS	***SELF-WORTH:*** HIGH EXPECTATIONS – BEING THE VERY BEST YOU CAN BE IN YOUR SCHOOL AND COMMUNITY.			***ASPIRATIONS***: 'WITH BIG DREAMS AND HARD WORK, ANYTHING IS POSSIBLE' – ASPIRATIONS MEANS TO DREAM ABOUT THE FUTURE WHILE BEING INSPIRED IN THE PRESENT TO REACH THOSE DREAMS.		***ENGAGEMENT:*** OPPORTUNITY – MATCHING YOUR INTERESTS WITH ACTIVITIES THAT WILL HELP YOU TO LEAVE SCHOOL WELL-ROUNDED AND CONFIDENT. ***ENGAGEMENT:*** CHALLENGE – MAKING YOUR LEARNING EXCITING AND RELEVANT TO THE REAL WORLD.			***ENGAGEMENT:*** TALENT DEVELOPMENT – ENHANCING YOUR NATURAL STRENGTHS AND ABILITIES SO YOU THRIVE IN SCHOOL AND BEYOND. ***ENGAGEMENT:*** INNOVATION & ENTERPRISE – SUPPORTING YOUR CREATIVITY BY ENCOURAGING YOU TO ASK 'WHY?' AND 'WHY NOT?'			***PURPOSE:*** MAKERS & CREATORS – BEING A CREATOR, NOT JUST A CONSUMER, OF TECHNOLOGY IN OUR DIGITAL WORLD.			***PURPOSE:*** GLOBAL – HAVING THE CULTURAL AWARENESS NEEDED TO COMMUNICATE IN OUR INTERCONNECTED WORLD. ***PURPOSE:*** EMPLOYABILITY – EQUIPPING YOU WITH THE SKILLS AND ABILITIES YOU'LL NEED TO EXCEL IN OUR EVER-CHANGING WORLD.	
LEARNING SKILL FOCUS	***TEAMWORK***			***RESPECT***		***INDEPENDENCE***			***RESILIENCE***		***COMMUNICATION***			***SELF-MOTIVATION***	
WELLNESS FOCUS	***PHYSICAL***			***EMOTIONAL***		***INTELLECTUAL***			***SPIRITUAL***		***INTERPERSONAL***			***ENVIRONMENTAL***	
Year 3	**BELONGING (2 weeks)**	**Poole and the UK & Rivers (4 weeks)**	**APP**	**Time Cop - Solving mysteries of the Ancient World (Stone Age to Iron Age)**	**APP**	**Christianity at Xmas**	**Inventions: Forces & Magnets**	**APP**	**Hinduism**	**Survival of the fittest! (Minibeasts)**	**APP**	**Christianity at Easter**	**Enterprise: ???**	**APP**	**Historical times: Egyptians**	**APP**	**Thinking to the future!**
	2 weeks Baselining	**English**: **The True Story of the 3 Little Pigs by Jon Scieszka**		**English**: **The Twits by Roald Dahl**			**English**:			**English**:			**English**:		**English**:		
		Writing: **Writing to persuade:** *Revision of KS1 word classes. *Using simple sentences. *Using co-ordinating conjunctions. **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**		**Writing to Entertain** **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**						**Writing to:** * **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**							
		Maths: **(See White Rose Planning)** **Place Value** *Recognise value of each number in 3 digit numbers *Find 10 or 100 more than a given number *Compare & order to 1,000 *Read & write to 1,000 *Count in multiples of 4, 8, 50 & 100 *Solve number problems involving the above learning		**Maths**: **(See White Rose Planning)** **Adding and Subtracting** *Adding and subtracting multiples of 100 *Adding and subtracting ones, tens and hundreds to/from 3 digit numbers **Multiplying and Dividing** *Multiplying and dividing by 2, 3, 4 and 8			**Maths**: **(See White Rose Planning)** *			**Maths**: **(See White Rose Planning)** *			**Maths**: **(See White Rose Planning)** *		**Maths**: **(See White Rose Planning)** *	
		Geography: **(See Learning Journey Map)** **Locational**: Countries, regions, physical & human landmarks, and major cities of the UK *Map & compass work in the locality **Physical**: Coastal Erosion **Human**: Tourism in Poole		**History**: **(See Learning Journey Map)** **Stone Age to Iron Age Britain:** *The development of culture, lifestyle and technology in early Britain			**History**: **(See Learning Journey Map)**			**History**: **(See Learning Journey Map)**			**History**: **(See Learning Journey Map)**		**History**: **(See Learning Journey Map)**		
		Science: **(See Learning Journey Map)** **Rocks, soil and fossils:** *Different rocks and their properties *Properties and layers of soil *Different fossils and how they are formed		**Science**: **(See Learning Journey Map)** **Animals inc. Humans:** *Skeletons and muscles *Nutrition and diet			**Science**: **(See Learning Journey Map)** :			**Science**: **(See Learning Journey Map)** :			**Science**: **(See Learning Journey Map)** :		**Science**: **(See Learning Journey Map)** :		
		Art: **Technique Development:** Painting – brush control and using colour for effect **Artist Study:** Peter Dorey (Local Artist)		**Art**: **Technique Development:** Pastels – tone control and using colour for effect			**Art**: **(See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art**: **(See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art**: **(See Learning Journey Map)** **Technique Development:** **Artist Study:**		**Art**: **(See Learning Journey Map)** **Technique Development:** **Artist Study:**		
		Computing: **Online Safety:** Be Internet Sharp & Be Internet Alert **Using Search Engines:** Using key words to search for information on DK Find Out		**Computing**: **Online Safety:** Be Internet Sharp & Be Internet Alert **Using Search Engines:** Using key words to search for information on DK Find Out			**Computing**:			**Computing**:			**Computing**:		**Computing**:		
		PSHE and SRE (British Values): **Being me in my World:** **(See JIGSAW Planning)** *To face new challenges positively and set goals *To understand my rights and responsibilities as a British citizen and as a member of my school *To make choices about my own behaviour *To understand how democracy benefits the school community and participate in this		**PSHE and SRE (British Values):** **Jigsaw 'Celebrating Difference'** *Families and our differences *Dealing with conflict *Bullying and mean moments – how do we stop them?			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**		**PSHE and SRE (British Values):**		
		Music: **Ukulele Tuition:** Learning chords C/G/F to play.		**Music:** **Ukulele Tuition:** Learning chords C/G/F to play and developing melodies.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.		**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.		
		DT/STEM: **Structures/Joining:** Designing and building structures to create a model of Poole's major landmarks		**DT/STEM:** **Shelters:** Designing and building stone – iron age structure.			**DT/STEM:** **Mechanical**: Designing and making a magnetic crane.			**DT/STEM:**			**DT/STEM:** **Food and Nutrition:** Researching and making a food product that can go into a cookery book.		**DT/STEM:**		
		PE: **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		**PE:** **(See LTPE Planning)** ***Invasion Games:** Throwing, catching, attacking and defending ***Gymnastics:** Holding pair and trio balances ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE:** **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE:** **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE:** **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		**PE:** **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		

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LEARNING SKILL FOCUS	***TEAMWORK***			***RESPECT***		***INDEPENDENCE***			***RESILIENCE***		***COMMUNICATION***			***SELF-MOTIVATION***	
WELLNESS FOCUS	***PHYSICAL***			***EMOTIONAL***		***INTELLECTUAL***			***SPIRITUAL***		***INTERPERSONAL***			***ENVIRONMENTAL***	
Year 4	**BELONGING (2 weeks)**	**Destination Europe & Volcanoes (4 weeks)**	**APP**	**Time Cop - Solving mysteries of the Ancient World (The Roman Empire)**	**APP**	**Christianity at Xmas**	**Inventions: Forces & Magnets**	**APP**	**Hinduism**	**Survival of the fittest! (Minibeasts)**	**APP**	**Christianity at Easter**	**Enterprise: ???**	**APP**	**Historical times: Egyptians**	**APP**	**Thinking to the future!**
	2 weeks Baselining	**English**: Toro Toro by Michael Morpurgo		**English**: Fantastic beasts and where to find them by J K Rowling			**English**:			**English**:			**English**:		**English**:		
		Writing to persuade: *Identifying word classes. *Using simple sentences. *Using co-ordinating and subordinating conjunctions to write multi-clause sentences. **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**		**Writing to Inform** Information about our own mythical creatures **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**						**Writing to:** * **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**							
		Maths: (See White Rose Planning) **Place Value** *Understanding the value of numbers in 4 digit numbers *Rounding to 10, 100 & 1,000 *Counting on in 10, 25, 100, 1,000 *Placing numbers on a number line to 10,000 *Adding and subtracting 1,000 from 4 digit numbers *Comparing and ordering 4 digit numbers *Negative numbers		**Maths: (See White Rose Planning)** **Place Value** *Adding and subtracting 1,000 from 4 digit numbers *Comparing and ordering 4 digit numbers *Negative numbers **Addition and Subtraction** *Add and subtract 4 digit numbers *Solve 2 step addition & subtraction problems			**Maths: (See White Rose Planning)** *			**Maths: (See White Rose Planning)** *			**Maths: (See White Rose Planning)** *		**Maths: (See White Rose Planning)** *		
		Geography: (See Learning Journey Map) **Locational**: Countries, regions, physical & human landmarks, and major cities of Europe *Map & compass work in the locality **Physical**: Mountains and Volcanoes **Human**: Living near volcanoes		**History: (See Learning Journey Map)** **The Roman Empire in Britain:** *The development of Roman culture, lifestyle and technology in Britain			**History: (See Learning Journey Map)**			**History: (See Learning Journey Map)**			**History: (See Learning Journey Map)**		**History: (See Learning Journey Map)**		
		Science: (See Learning Journey Map) **Animals inc. humans:** *The human digestive system *Teeth and their function *Food chains: Predators, producers and prey		**Science: (See Learning Journey Map)** **Animals inc. humans:** *The human digestive system *Teeth and their function *Food chains: Predators, producers and prey			**Science: (See Learning Journey Map)** :			**Science: (See Learning Journey Map)** :			**Science: (See Learning Journey Map)** :		**Science: (See Learning Journey Map)** :		
		Art: **Technique Development:** Sketching – pencil control and 3D drawing/perspective **Artist Study:** Pablo Picasso		**Art:** **Technique Development:** Sketching - pencil control and 3D drawing/perspective **Artist Study:** Leonardo Da Vinci			**Art: (See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art: (See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art: (See Learning Journey Map)** **Technique Development:** **Artist Study:**		**Art: (See Learning Journey Map)** **Technique Development:** **Artist Study:**		
		Computing: (See Learning Journey Map) **Word Processing:** Using MS Word and PPT **Using Search Engines:** Using key words to search for information		**Computing:** **Online Safety:** Be Internet Sharp & Be Internet Alert **Using Search Engines:** Using key words to search for information			**Computing:**			**Computing:**			**Computing:**		**Computing:**		
		PSHE and SRE (British Values): **Being me in my World: (See JIGSAW Planning)** *To face new challenges positively and set goals *To understand my rights and responsibilities as a British citizen and as a member of my school *To make choices about my own behaviour *To understand how democracy benefits the school community and participate in this		**PSHE and SRE (British Values):** **Jigsaw 'Celebrating Difference'** *Families and our differences *Dealing with conflict *Bullying and mean moments – how do we stop them?			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**		**PSHE and SRE (British Values):**		
		MFL: **Spanish:** *Introductions, Numbers Colours		**MFL:** **Spanish:** *Introductions, Numbers Colours			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.		**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.		
		DT/STEM: **Food technology:** Cooking a traditional European dish.		**DT/STEM:** Making a Roman Shield			**DT/STEM:**			**DT/STEM:**			**DT/STEM:**		**DT/STEM:**		
		PE: (See LTPE Planning) ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		**PE: (See LTPE Planning)** ***Invasion Games:** Throwing, catching, attacking and defending ***Gymnastics:** Holding pair and trio balances ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE: (See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE: (See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE: (See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		**PE: (See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		

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CORE PRINCIPLE FOCUS	***SELF-WORTH:*** HIGH EXPECTATIONS – BEING THE VERY BEST YOU CAN BE IN YOUR SCHOOL AND COMMUNITY.			***ASPIRATIONS***: 'WITH BIG DREAMS AND HARD WORK, ANYTHING IS POSSIBLE' – ASPIRATIONS MEANS TO DREAM ABOUT THE FUTURE WHILE BEING INSPIRED IN THE PRESENT TO REACH THOSE DREAMS.			***ENGAGEMENT:*** OPPORTUNITY – MATCHING YOUR INTERESTS WITH ACTIVITIES THAT WILL HELP YOU TO LEAVE SCHOOL WELL-ROUNDED AND CONFIDENT. ***ENGAGEMENT:*** CHALLENGE – MAKING YOUR LEARNING EXCITING AND RELEVANT TO THE REAL WORLD.			***ENGAGEMENT:*** TALENT DEVELOPMENT – ENHANCING YOUR NATURAL STRENGTHS AND ABILITIES SO YOU THRIVE IN SCHOOL AND BEYOND. ***ENGAGEMENT:*** INNOVATION & ENTERPRISE – SUPPORTING YOUR CREATIVITY BY ENCOURAGING YOU TO ASK 'WHY?' AND 'WHY NOT?'			***PURPOSE:*** MAKERS & CREATORS – BEING A CREATOR, NOT JUST A CONSUMER, OF TECHNOLOGY IN OUR DIGITAL WORLD.			***PURPOSE:*** GLOBAL – HAVING THE CULTURAL AWARENESS NEEDED TO COMMUNICATE IN OUR INTERCONNECTED WORLD. ***PURPOSE:*** EMPLOYABILITY – EQUIPPING YOU WITH THE SKILLS AND ABILITIES YOU'LL NEED TO EXCEL IN OUR EVER-CHANGING WORLD.		
LEARNING SKILL FOCUS	***TEAMWORK***			***RESPECT***			***INDEPENDENCE***			***RESILIENCE***			***COMMUNICATION***			***SELF-MOTIVATION***		
WELLNESS FOCUS	***PHYSICAL***			***EMOTIONAL***			***INTELLECTUAL***			***SPIRITUAL***			***INTERPERSONAL***			***ENVIRONMENTAL***		
Year 5	**BELONGING (2 weeks)**	**South America & Biomes**	**APP**	**Time Cop - Solving mysteries of the Ancient World (The Ancient Maya)**	**APP**	**Christianity at Xmas**	**Inventions: Forces & Magnets**	**APP**	**Hinduism**	**Survival of the fittest! (Minibeasts)**	**APP**	**Christianity at Easter**	**Enterprise: ???**	**APP**		**Historical times: Egyptians**	**APP**	**Thinking to the future!**
	2 weeks Baselining	**English**: **Kensuke's Kingdom by Michael Morpurgo**		**English**: **Skellig by David Almond**			**English**:			**English**:			**English**:			**English**:		
		Writing to entertain: *Identifying word classes. *Using simple and multi-clause sentences correctly. *Using subordination within and at the beginning of sentences. **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**		**Writing to Inform** Writing information about animals like Mina from Skellig **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**						**Writing to:** * **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**								
		Maths: **(See White Rose Planning)** **Place Value** *Understanding the value of numbers to 1,000,000 *Rounding to 10, 100, 1,000, 10,000 & 100,000 *Counting on in powers of 10 from number to 1,000,000 *Comparing and ordering numbers to 1,000,000 *Negative numbers *Read and recognise Roman numerals to 1,000		**Maths**: **(See White Rose Planning)** **Addition and Subtraction** *Add and subtract numbers with more than 4 digits *Solve multi-step addition & subtraction problems *Using and interpreting line graphs			**Maths**: **(See White Rose Planning)** *			**Maths**: **(See White Rose Planning)** *			**Maths**: **(See White Rose Planning)** *			**Maths**: **(See White Rose Planning)** *		
		Geography: **(See Learning Journey Map)** **Locational**: Countries, regions, physical & human landmarks, and major cities of South America *Map & compass work in the locality **Physical**: Climate zones and biomes (rainforest) **Human**: Deforestation		**History**: **(See Learning Journey Map)** **The Ancient Maya of Central America:** *The development of Mayan culture, lifestyle and technology			**History**: **(See Learning Journey Map)**			**History**: **(See Learning Journey Map)**			**History**: **(See Learning Journey Map)**			**History**: **(See Learning Journey Map)**		
		Science: **(See Learning Journey Map)** **Living Things and their Habitats:** *Studying the lifecycles of mammals, birds, amphibians and insects *Studying reproduction in animals and plants		**Science**: **(See Learning Journey Map)** **Animals inc. humans:** *The changes in humans as the develop in age			**Science**: **(See Learning Journey Map)** :			**Science**: **(See Learning Journey Map)** :			**Science**: **(See Learning Journey Map)** :			**Science**: **(See Learning Journey Map)** :		
		Art: **(See Learning Journey Map)** **Technique Development:** Clay sculpting – Christ the Redeemer **Artist Study:** Paul Landowski		**Art**: **Technique Development:** Painting - brush control and colour			**Art**: **(See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art**: **(See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art**: **(See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art**: **(See Learning Journey Map)** **Technique Development:** **Artist Study:**		
		Computing: **(See Learning Journey Map)** **Word Processing:** Using MS Word and PPT **Using Search Engines:** Using key words to search for information		**Computing**: **Word processing:** Using basic functions of MS Word to present information **Coding:** Using microbits			**Computing**:			**Computing**:			**Computing**:			**Computing**:		
		PSHE and SRE (British Values): **Being me in my World: (See JIGSAW Planning)** *To face new challenges positively and set goals *To understand my rights and responsibilities as a British citizen and as a member of my school *To make choices about my own behaviour *To understand how democracy benefits the school community and participate in this		**PSHE and SRE (British Values):** **Jigsaw 'Celebrating Difference'** *Families and our differences *Dealing with conflict *Bullying and mean moments – how do we stop them?			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**		
		Music: **Ukulele Tuition:** Learning chords A/B/C/D/G/F to play songs – harmony and melody.		**Music:** **Ukulele Tuition:** Learning chords A/B/C/D/G/F to play songs – harmony and melody.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.		
		DT/STEM: **Structures/Strengthening:** Designing and building a flood resistant house.		**DT/STEM:** **Cooking:** Designing and cooking a Mayan menu			**DT/STEM:**			**DT/STEM:**			**DT/STEM:**			**DT/STEM:**		
		PE: **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		**PE:** **(See LTPE Planning)** ***Invasion Games:** Throwing, catching, attacking and defending ***Gymnastics:** Holding pair and trio balances ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE:** **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE:** **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE:** **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**PE:** **(See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		

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WELLNESS FOCUS	***PHYSICAL***			***EMOTIONAL***			***INTELLECTUAL***			***SPIRITUAL***			***INTERPERSONAL***			***ENVIRONMENTAL***	
Year 6	**BELONGING (2 weeks)**	**North America & Mountains**	**APP**	**Time Cop - Solving mysteries of the past (World War 2)**	**APP**	**Christianity at Xmas**	**Inventions: Forces & Magnets**	**APP**	**Hinduism**	**Survival of the fittest! (Minibeasts)**	**APP**	**Christianity at Easter**	**Enterprise: ???**	**APP**	**Historical times: Egyptians**	**APP**	**Thinking to the future!**
	2 weeks Baselining	**English: Holes by Louis Sachar**		**English: Friend or foe by Michael Morpurgo**			**English:**			**English:**			**English:**		**English:**		
		Writing to persuade: *Identifying word classes. *Using varying sentence types and lengths correctly *Using and manipulating the position of clauses to add detail or for effect *Using parenthesis within my sentences **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**		**Writing to Entertain** Writing a short narrative including dialogue **Writing to Inform** Writing a letter home **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**						**Writing to:** * **Reading:** **The development of reading skills to:** *Retrieve *Infer & Deduce *Explain & Justify *Predict *Evaluate choices *Summarise **Within age-appropriate texts**							
		Maths: (See White Rose Planning) **Place Value** *Understanding the value of numbers to 10,000,000 *Rounding to 1, 10, 100, 1,000, 10,000 & 100,000 *Comparing and ordering numbers to 10,000,000 *Negative numbers *Solving number problems using the above knowledge		**Maths: (See White Rose Planning)** **Addition and Subtraction** *Solve multi-step addition & subtraction problems *Multiply and divide 4 digit numbers by a 2 digit number *Factors, multiples and primes			**Maths: (See White Rose Planning)** *			**Maths: (See White Rose Planning)** *			**Maths: (See White Rose Planning)** *		**Maths: (See White Rose Planning)** *		
		Geography: (See Learning Journey Map) **Locational**: Countries, regions, physical & human landmarks, and major cities of North America *Map & compass work in the locality **Physical**: Earthquakes **Human**: Tourism in the USA		**History: (See Learning Journey Map)** **World War II:** *The chronology, key events, and lifestyle changes during World War 2			**History: (See Learning Journey Map)**			**History: (See Learning Journey Map)**			**History: (See Learning Journey Map)**		**History: (See Learning Journey Map)**		
		Science: (See Learning Journey Map) **Living Things and their Habitats:** *Classification systems and Carl Linnaeus *Classifying living things		**Science: (See Learning Journey Map)** **Animals inc. humans:** *The human circulatory system *The impact of diet, exercise and drugs on health			**Science: (See Learning Journey Map)** :			**Science: (See Learning Journey Map)** :			**Science: (See Learning Journey Map)** :		**Science: (See Learning Journey Map)** :		
		Art: (See Learning Journey Map) **Technique Development:** Sketching – tool control and using colour for effect **Artist Study:** Andy Warhol		**Art:** **Technique Development:** Painting - brush control and colour to create propaganda posters			**Art: (See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art: (See Learning Journey Map)** **Technique Development:** **Artist Study:**			**Art: (See Learning Journey Map)** **Technique Development:** **Artist Study:**		**Art: (See Learning Journey Map)** **Technique Development:** **Artist Study:**		
		Computing: (See Learning Journey Map) **Coding:** Creating & coding a warning buzzer system **Using Search Engines:** Using key words to search for information effectively		**Computing:** **Online safety:** Be Internet Sharp & Be Internet Alert			**Computing:**			**Computing:**			**Computing:**		**Computing:**		
		PSHE and SRE (British Values): **Being me in my World: (See JIGSAW Planning)** *To face new challenges positively and set goals *To understand my rights and responsibilities as a British citizen and as a member of my school *To make choices about my own behaviour *To understand how democracy benefits the school community and participate in this		**PSHE and SRE (British Values):** **Jigsaw 'Celebrating Difference'** *Families and our differences *Dealing with conflict *Bullying and mean moments – how do we stop them?			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**			**PSHE and SRE (British Values):**		**PSHE and SRE (British Values):**		
		Music: **Music study:** Listening, appreciating and comparing contemporary and folk music of the USA		**Music:** **Music study:** Listening, appreciating and comparing music of the 1940s			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.			**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.		**Music:** **Ukulele Tuition:** Learning chords C/G/F to play.		
		PE: (See LTPE Planning) ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		**PE: (See LTPE Planning)** ***Invasion Games:** Throwing, catching, attacking and defending ***Gymnastics:** Holding pair and trio balances ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**DT/STEM:** **PE: (See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**DT/STEM:** **PE: (See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw			**DT/STEM:** **PE: (See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		**DT/STEM:** **PE: (See LTPE Planning)** ***Invasion Games:** Dodging, Catching, Kicking, Dribbling ***Gymnastics:** Floor Shapes and Movements ***Personal Challenge:** 400m, 50m, SLJ, Howler Throw		