



KS2 Curriculum Map 2018 - 2019



		Autumn The United Kingdom	Spring The first people: our early ancestors	Summer Vicious Vikings and Savage Saxons
Read	Word reading	NC Appendix 1 (NC p 35)		
	Comprehension	Narrative, Non-narrative and poetry	Narrative, Non-narrative and poetry	Narrative, Non-narrative and poetry
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing: Letters, Narrative, Persuasive writing, Poetry and Diaries.	Writing: Recounts, Narrative, Non-chronological reports, Poetry and Instructions	Writing: Explanation, Narrative, Play scripts, Myths and legends, Arguments and Poetry.
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science		All Living Things (Year 5) Light (Year 6) Working Scientifically – on going across the year	Evolution and Inheritance (Year 6) Animals including Humans (Year 5)	Electricity (Year 6) Viking Science)
History and Geography		Name and locate counties and cities of the UK, geographical regions and human/ physical features. Human geography, including types of settlement and land use, economic activity. Use a compass, grid references, symbols and keys. Geographical skills and fieldwork – on going across the year	Change - Stone Age to Iron Age Who was here before me? History – The Roman Empire and its impact on Britain.	History – Britain's settlement by the Anglo Saxons and Scots. History – the Vikings and Anglo Saxon struggle for the Kingdom of England.
Art and Design		Landscape art – compare and contrast the works of Constable and Turner with modern landscape paintings by Hockney.	Record ideas for cave paintings in sketch books Explore roman mosaic patterns	Drawing and painting Anglo-Saxon and Viking scenes including mythical beasts such as Beowulf.
Design Technology		The Great British Bake Off		Moving monsters (Pneumatics)
Music		Listen to and appraise regional songs - folk and national music. Improvise and create own interpretations.	Play and perform rhymes, raps, and action songs keeping pulse. Improvise and compose	Play and perform using tuned instruments Improvisation and compose Understand the stave and other methods of notation.
		Music Education Hub: Integrate with classroom teaching (Durham Music Service)		
MFL		Numbers (0-10, 20, 30) Un, deux, trois ... The French alphabet and how to spell	Moi (All about me) Comment t'appelles-tu? Quel âge as-tu? Où habites-tu?	Days of the week Lundi, mardi, mercredi Months of the year - Birthdays
P.E.		Y3/4/5 - Swimming Games Gymnastics Dance	Games Gymnastics Dance	Y6 – Self-Rescue (Drowning Prevention Week) Games OAA Athletics
R.E.		What can we learn about Christian symbols and beliefs by visiting churches? Why do Christians call Jesus the light of the world?	What can we learn about the Christian faith by studying the lives of the northern saints? What do Christians remember on Palm Sunday?	What do Christians believe about God?
PSHE/RSE		https://www.mentallyhealthyschools.org.uk Aspirations & responsibilities Anti-bullying	Staying safe online Safe people, safe places	Celebrating diversity Keep a secret, share a secret

Computing	<p>Computer science: Programming with Scratch to create a traditional tune eg 'London bridge is falling down'</p> <p>ICT: Collect data. Interpret and present findings.</p> <p>Use Google Earth/Google maps to locate well known landmarks.</p> <p>E-safety: Picture perfect Computer</p>	<p>Use variables within Scratch to count in Roman Numerals</p> <p>ICT: Create a multimedia presentation about the Paleolithic age</p> <p>E-safety: Rings of Responsibility</p>	<p>Computer Science: Use Logo to create a Viking/Anglo Saxon buckle/brooch</p> <p>ICT: Researching topic using search technologies effectively</p> <p>Simulation – Viking Quest</p> <p>E-safety: Private and personal information</p>
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