



Our Bodies, Ourselves



Swimming,
gym and Games

History

UKS2 Term 1B

The Anglo-Saxons & their Legacy today

Finding out about key events in Anglo Saxon history in the UK; learning about Anglo-Saxon laws and justice; investigating their legacy today.



Science

Human Biology and Animals

Describing the changes as humans develop to old age; naming parts of the human circulatory system; recognising the impact of diet, exercise, drugs and lifestyle; describing the way nutrients and water are transported in humans and animals.

Potential visits/visitors: the Med Centre and dentists; the Gym and PTs; Cats and Rats, Chefs.



English

This term we will cover: historical stories; significant authors; recounts; instructions and explanations; choral or performance poetry; and narrative poems.



PHSE

Being Me in My World

Building a positive and nurturing school ethos; rights and responsibilities; Learning Charter.

Celebrating Difference

Diversity; accepting everyone's right to 'difference'; and bullying.



DT

The Great Bread Bake Off!

Finding out about the history of bread and important people in its development; designing a new type of bread; selecting ingredients and equipment to make bread.



Art

Bodies

Using different materials such as felt-tip pens and charcoal to draw the human form; using sketchbooks effectively; making 3D models; learning about artists such as Giacometti, Henry Moore & Julian Opie



Geography

Here I am!

Finding out about the geography – physical and human – of the UK; learning about the prime and Greenwich meridians; investigating a region of the UK, such as London, over time.



RE

Religion and the Individual

What is expected of a person in following a religion or belief in Christianity, Sikhism and Judaism.



Maths

The Maths curriculum follows a cyclical cycle throughout the year. We follow the Abacus long term plan to ensure coverage throughout the year.



Computing

Morphing Image

Exploring 3D drawing tools and consider how these are used in the wider world; using storyboards to create live film and animations for specific audiences; demonstrating their understanding of copyright and ownership; crediting the sources of materials they use.