

Kings Meadow School – Curriculum Mapping Term 5 6 Year Group 4 Year 17-18

	Literacy	Maths	Science	Computing	Hist/Geog	Art/D.T	R.E	P.E.	Music	MFL
Term										
Week 1	Persuasive texts (4 week)	Calculating fractions and decimals	All living things - Know that all living things have seven key characteristics. All living things - to identify different types of habitat	Designing a toy in Scratch	Anglo-Saxons and Scots – End of the Roman Empire, Saxons called to fight Scots/Picts TIMELINE	Money containers – Joining materials	To understand what a miracle is.	Swimming Tennis	Singing	Use spoken language confidently and understand the language in a simple song. Weather
Week 2	Persuasive texts (4 week)	Calculating fractions and decimals	All living things - Know a habitat is a place where organisms live and that these change with the seasons	Designing a toy in Scratch	Anglo-Saxons – Where did the Saxons come from and why?	Money containers – Joining materials	To explore the miracles performed by Jesus	Swimming Tennis	Singing	To use spoken language confidently. Weather
Week 3	Persuasive texts (4 week)	Measuring space	Animal including humans - Know that animals can be sorted into vertebrates and invertebrates.	Designing a toy in Scratch	Anglo-Saxons – AS kingdoms and settlements	Food technology – designing a sandwich menu (All week)	To explore the miracles performed by Jesus	Swimming Athletics	Singing	Intercultural Understanding. To enjoy the traditional French game of Boules.
Week 4	Persuasive texts (4 week)	Measuring space	Animal including humans - Know that vertebrate animals can be sorted into groups such as fish, amphibians, reptiles, birds, and mammals	Designing a toy in Scratch	Anglo-Saxon village life Anglo-Saxons - Understand the mystery of Sutton Hoo.	Money containers – Joining materials	To explore the miracles performed by Jesus	Swimming Athletics	Singing	To prepare a short spoken text. Weather.
Week 5	Poetry – Riddles (1 week)	Exploring money	Animal including humans - Know that invertebrates can be sorted into snails and slugs, worms, spiders, and insects.	Designing a toy in Scratch			To evaluate the effect of the miracles	Swimming Athletics	Singing	To prepare a short spoken text.

Week 6	Art Week	Art Week	Art Week	Art Week	Art Week	Art Week	To reflect on miracles. Art Week	Swimming Athletics		
Term										
	Literacy	Maths	Science	Computing	Hist/Geog	Art/D.T	R.E.	P.E.	Music	MFL
Week 1	Legends (4 weeks)	Presentation of data	Animal including humans - Know that plants can be grouped into categories such as flowering plants (including grasses) and non-flowering plants, such as ferns and mosses.	We are co-authors – Producing a wiki	Anglo-Saxon Religion and beliefs. Anglo-Saxons Hillforts, Armour and Runes	GRENDON	To know what prayer is	GRENDON	Singing	GRENDON
Week 2	Legends (4 weeks)	Presentation of Data Recap written methods	Animal including humans - Know that classifications keys can be used to identify organisms.	We are co-authors – Producing a wiki	Anglo-Saxons and Vikings - Where did the Vikings come from and why did they come?	Grendon assembly work	To recognise the Lord's prayer.	Athletics Cricket	Singing	To memorise and present a short spoken text. Weather.
Week 3 – Assessment Week	Legends (4 weeks)	Calculating space	Animal including humans - Know that classifications keys can be used to identify organisms.	We are co-authors – Producing a wiki	Anglo-Saxons and Vikings - War and Weapons: understand how the Vikings raided places	Money containers – Joining materials	To compare prayers from different religions	Athletics Cricket	Singing	To consolidate our learning. Weather games and Boules outside
Week 4	Legends (4 weeks) – Research Alfred the Great, Athelstan, Eadred and/or King Cnut.	Calculating space	Animal including humans - Pupils to explore examples of human impact (both positive and negative) on environments	We are co-authors – Producing a wiki	Anglo-Saxons and Vikings - Understand how Vikings got from place to place	Money containers – Joining materials	To know the differences people believe prayer can make.	Rounders Cricket	Singing	
Week 5 – Sports Week	Discussion (1 week – Vikings v Anglo-Saxons)	Support and going deeper	Animal including humans - Pupils to explore examples of human impact (both positive and negative) on environments	We are co-authors – Producing a wiki	Anglo-Saxons and Vikings - Further Viking invasions and Danegeld Anglo-Saxon laws and	Money containers – Joining materials	To understand the effect of prayer	Rounders Cricket	Singing	TBC

			Animal including humans – Adaptations		justice					
Week 6	Discussion (1 week – Vikings v Anglo-Saxons)	Checking, estimating and approximating	Animal including humans – How to look after our teeth	We are co-authors – Producing a wiki	Anglo-Saxons and Vikings - To understand Saxon and Viking festivities.	Money containers – Joining materials	To reflect on the effect of prayer	Rounders Cricket	Singing	TBC
Week 7		Problem solving	Animal including humans – How to look after ourselves	End of term	Anglo-Saxons and Vikings - Edward the Confessor and his death in 1066	Money containers – Joining materials		Rounders Cricket	Singing	End of term