

Kings Meadow School – Curriculum Mapping Term 5 6 Year Group 4 Year 21-22

	Literacy	Maths	Science	Computing	Hist/Geog	Art/D.T	R.E	P.E.	Music	MFL
Term										
Week 1	Legends: Beowulf – making a trailer	Fractions	Animal including humans - Pupils to explore examples of human impact (both positive and negative) on environments Animal including humans – Adaptations	To produce a movie trailer using iMovie on the iPads.	Anglo-Saxons and Scots – End of the Roman Empire, Saxons called to fight Scots/Picts TIMELINE		To understand what a miracle is.	Swimming Dance	Beowulf	Days of the week
Week 2	Legends: Beowulf – making a trailer	Fractions	Animal including humans - Pupils to explore examples of human impact (both positive and negative) on environments Animal including humans – Adaptations	To produce a movie trailer using iMovie on the iPads.	Anglo-Saxons – Where did the Saxons come from and why?	Anglo Saxon Jewellery	To explore the miracles performed by Jesus	Swimming Dance		Months of the year
Week 3	LIDDINGTON - Recounts	Fractions	LIDDINGTON	LIDDINGTON	Anglo-Saxons – AS kingdoms and settlements	LIDDINGTON	To explore the miracles performed by Jesus	Swimming Dance		LIDDINGTON
Week 4	How to Train Your Dragon (4 week)	Fractions	Animal including humans - Pupils to explore examples of human impact (both positive and negative) on environments		Anglo-Saxon village life Anglo-Saxons - Understand the mystery of Sutton Hoo.	Anglo Saxon Jewellery	To evaluate the effect of the miracles To reflect on miracles.	Swimming Dance		Numbers
Week 5	How to Train Your Dragon (4	Fractions	Animal including humans - Pupils		Anglo-Saxon Religion and	Art Week	Art Week	Swimming	Art Week	Art Week

	week)		to explore examples of human impact (both positive and negative) on environments		beliefs. Anglo-Saxons Hillforts, Armour and Runes			Dance		
Term										
	Literacy	Maths	Science	Computing	Hist/Geog	Art/D.T	R.E.	P.E.	Music	MFL
Week 1	How to Train Your Dragon (4 week)	Statistics	We are musicians – explore different music, backing tracks and digital examples.	We are musicians – Isle of Tune and GarageBand	Anglo-Saxons and Vikings - Where did the Vikings come from and why did they come?	Food technology – Anglo-Saxon biscuits	To know what prayer is	Swimming Athletics	Queen’s Jubilee	Numbers
Week 2	How to Train Your Dragon (4 week)	Time	We are musicians – Using Isle of tune introduce to the idea of sequencing sound clips to create a rhythm/melody.	We are musicians – Isle of Tune and GarageBand	Anglo-Saxons and Vikings - War and Weapons: understand how the Vikings raided places	Food technology – Anglo-Saxon biscuits	To recognise the Lord’s prayer.	Swimming Athletics	Create an invasion soundtrack using - Isle of Tune and Garage Band	“Quelle est la date...?”
Week 3 – Assessment Week	Assessment Week	Time	We are musicians – recording samples to use in their composition.	We are musicians – Isle of Tune and GarageBand	Anglo-Saxons and Vikings - Understand how Vikings got from place to place	Anglo-Saxon stone carving - clay	To compare prayers from different religions	Swimming Athletics	Create an invasion soundtrack using - Isle of Tune and Garage Band	To prepare a short spoken text.
Week 4 – Sports Week	Riddles (2 week)	Exploring money	We are musicians – creating layers within their composition	We are musicians – Isle of Tune and GarageBand	Anglo-Saxons and Vikings - Further Viking invasions and Danegeld Anglo-Saxon laws and justice	Musical instruments	To know the differences people believe prayer can make.	Swimming Athletics	Musical instruments	To memorise and present a short spoken text. Weather.

Week 5	Discussion (1 week –Vikings v Anglo-Saxons)	Exploring money	We are musicians – reviewing and improving compositions	Research Alfred the Great, Athelstan, Eadred and/or King Cnut.	Anglo-Saxons and Vikings - To understand Saxon and Viking festivities.	Musical instruments	To understand the effect of prayer	Cricket Swimming	Musical instruments	To consolidate our learning. Weather games and Boules outside
Week 6	Discussion (1 week –Vikings v Anglo-Saxons)	Problem solving	We are musicians – Performance of compositions.	Research Alfred the Great, Athelstan, Eadred and/or King Cnut.	Anglo-Saxons and Vikings - Edward the Confessor and his death in 1066	Musical instruments	To reflect on the effect of prayer	Cricket Swimming		End of term