

Subject PLANNER

Academy: Sculthorpe	Class: Tawny owls	Year Groups: 4/ 5/6	Term: Summer
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Subject	Week 1	2	3	4	5	1	2	3	4	5	6	7	Assessment week		
Key Skills	Reading	Independent guided reading in groups Whole class guided reading focussing on author's intent						Independent guided reading in groups Whole class guided reading focussing on referencing the text, pee paragraphs							
	Writing	Persuasion- chocolate bar advertisement School uniform		Kidnapped- narrative		Poetry	Romeo and Juliette abridged	Diary	Letter	Newspaper	Modern version	Modern version	Alternative endings		
	Vocab, Spelling, grammar, punctuation	Years 4,5,6 word lists. Spelling activities. Spelling patterns, rules and exceptions. Word classes, apostrophes for possession and contraction, Determiners and articles						Years 4,5,6 word lists. Spelling activities. Spelling patterns, rules and exceptions. Sentence types, punctuation, semi colons in lists							
	Speaking Listening	Chorusing and memorising text Group discussion Listening to archive material, documentaries on Darwin Presenting work orally						Performing poetry	Creating a effects and voice-over for a stop-frame animation						
	Arithmetic	Weekly arithmetic tests and follow up sessions													
	Problem solving	Guided problem solving sessions at least once a week using Badger Maths as a framework. Extra independent activities provided from Badger Maths, Nrich, past SATs papers etc						Guided problem-solving sessions at least once a week using Badger Maths as a framework. Extra independent activities provided from Badger Maths, Nrich, past SATs papers etc							
	Maths	Weight, length and capacity, money Converting units Multiplying decimals	Measures Order of operations Problem solving	2D and 3D shape Nets	Time	Negative numbers	4 Operations	Factors, multiples and primes	Mean mode, median and range	Investigations	Problem solving	Amusement park designing a business. Profit and loss	Consolidations		
Computing	Online safety: Sharing digital content	Maintaining secure passwords	Safe surfing, checking content	3d Modelling Design and make app	To explore the effect of moving points when designing.	To understand designing for a purpose.	To understand printing and making.	Game Creator: review and analyse a computer game	Create the game environment.	Create the game quest.	Finish and share the game	Evaluate their and peers' games	New creature feature		
Electricity	Science	Odgen trust lesson plans What is electricity? Ideas over time	How does it move. How does it work? Can race-	Simple series circuits	Series investigation 1	Series investigation 2	Parallel circuits Applications Investigations	Make a scibblebot	Create a Hoover	Create a burglar alarm	Design a circuit	Design a circuit			
Humanities Crime and punishment	History	The Roman Legacy	Anglo Saxon laws	Tudor Punishment	Highwaymen	Victorian prisons	Victorian history mystery	Through the ages	Aztec sacrifice						
	Geography														
	RE	What is Buddhism?	Who and where	Main beliefs	Special places	Festivals	Scriptures	Symbols and meaning	Mandalas	Mandalas	The life of the Buddha	Board game			
The Arts	Art and DT	Origins of film and animation. Edward Muybridge Pinhole camera	Origins of film and animation. Edward Muybridge Flickbooks	Victorian toys. Phenakistiskopes and zootropes	Disney- early cartoons	Designing the animation: Storyline and stills	Modelling the characters	Creating the backdrop	Introducing the software: tops tips	Filming	Editing	Reviewing and evaluating			
	Drama														
	Music														
	PE	Variety of activities organised by Top Sport coaching						Variety of activities organised by Top Sport coaching							

Social & Emotional Wellbeing	PSHCE													
	FRENCH	A l'école Vocablary: La salle de classe	Classroom French Espresso Simple commands	In the pencil case	How do you get to school?	What subjects do you like	Les animaux Vocabulary	Old Macdonald	What pets do you have?	Describing pets	What pets would you like? Using parce que	On my farm there are		