

Staverton Topic Coverage KS1/KS2

Class 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year A	<u>Our world</u>	<u>Our world</u>	<u>Toys</u>	<u>Great fire of London</u>	<u>Plants</u>	<u>Me!</u>
	Lit – Recounts & setting des. Num – Place value & addition Sci - Geog –maps & atlases Hist – Computing – word processing PE – REAL PE – Personal Gymnastics Art – Mixing & making colours DT –	Lit – Stories from other cultures & non-chron reports Num – Subtraction, Fractions & shape Sci – Living things Geog – Geographical features Hist – Computing – programming PE – REAL PE – Social Team sports Art – DT – Healthy meals	Lit – Letters & fantasy stories Num – Multiplication & division Sci - Materials Geog – Hist – Changes in living memory Computing – Designing PE – REAL PE – Cognitive Gymnastics Art – DT – Design & make products	Lit – Diary & extended stories Num – Time, length, weight & capacity Sci- Geog – Hist – Significant events Computing – Programming PE – REAL PE – Physical Individual games (PBs) Art – Collages DT –	Lit – Instructions & fairy tales Num – Addition & Subtraction and 3D shape Sci - Plants Geog – Weather patterns Hist – Computing – Presentations PE – REAL PE – Creative Athletics Art – Sculpture – plant pots DT –	Lit – Character des & non Chron report Num – Money, temperature & Multiplication Sci – Living things - humans Geog – Fieldwork skills Hist – Computing – Programming PE – REAL PE – Fitness Tennis & golf Art – Famous artist DT –
Year B	<u>Castles</u>	<u>Castles</u>	<u>Explorers</u>	<u>Explorers</u>	<u>Animals</u>	<u>Animals</u>
	Lit – Recounts & setting des. Num – Place value & addition Sci - Materials Geog – Hist – Significant people & event Computing – word processing PE – REAL PE – Personal Gymnastics Art – DT – Structures	Lit – Fantasy stories & non-chron reports Num – Subtraction, Fractions & shape Sci – Materials Geog – Local study Hist – Computing – Programming PE – REAL PE – Social Team sports Art – Sketching DT –	Lit – Letters & Stories from other cultures Num – Multiplication & division Sci - Geog – Maps & compass Hist – Changes in living memory Computing – Designing PE – REAL PE – Cognitive Gymnastics Art – Collages DT –	Lit – Diary & extended stories Num – Time, length, weight & capacity Sci- Geog – Hist – Significant individuals Computing – Programming PE – REAL PE – Physical Individual games (PBs) Art – Famous artist DT –	Lit – Instructions & fairy tales Num – Addition & Subtraction and 3D shape Sci – Living things - Animals Geog – Continents Hist – Computing – Presentations PE – REAL PE – Creative Athletics Art – Mixing & making colours DT –	Lit – Character des & non Chron report Num – Money, temperature & Multiplication Sci – Living things - Animals Geog – Oceans Hist – Computing – Programming PE – REAL PE – Fitness Tennis & golf Art – DT – Sculpture – insects

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3/4 Year A	<p>Lit – Dilemma stories/ Letter writing Oliver Twist</p> <p>Num – place value</p> <p>Sci- Sound</p> <p>Geog – Land use</p> <p>Hist – Northamptonshire Cobblers / Victorians</p> <p>Computing- We are software developers</p> <p>PE – ball skills</p> <p>Art + DT – Shoes (DT)</p>	<p>Lit – Newspaper report/ poetry Pebble in my pocket</p> <p>Num – four operations</p> <p>Sci- Rocks</p> <p>Geog – Volcanoes and earthquakes</p> <p>Hist – Earthquake case study</p> <p>Computing- We are toy designers</p> <p>PE – netball</p> <p>Art + DT – Erupting volcano (DT) and Mt Vesuvius pastels (art)</p>	<p>Lit – Setting description/ playscripts</p> <p>Num – fractions/ decimals</p> <p>Sci- Electricity</p> <p>Geog – N/A</p> <p>Hist – Stone Age- Iron Age</p> <p>Computing- We are musicians</p> <p>PE – creative games making</p> <p>DT- electrical hoop games</p>	<p>Lit – story from historical settings/ instructions How to wash a woolly mammoth/Stig of the dump</p> <p>Num – fractions/ decimals</p> <p>Sci- Electricity</p> <p>Geog – The UK</p> <p>Hist – N/A</p> <p>Computing- We are HTML editors</p> <p>PE – hockey</p> <p>Art– cave paintings (art)</p>	<p>Lit – mystery stories/ report</p> <p>Num – measurement</p> <p>Sci- Forces and magnets</p> <p>Geog – Natural resources</p> <p>Hist – Ancient Greece</p> <p>Computing- We are co-authors</p> <p>PE – gym</p> <p>Art + DT - Shading- Greek architecture</p>	<p>Lit – myths/ information text/ magazine report Illiad and the odyssey/ Tales of greek heroes</p> <p>Num – Measurement and geometry</p> <p>Sci- Living things and their habitats</p> <p>Geog – Trade</p> <p>Hist – Greeks</p> <p>Computing- We are meteorologists</p> <p>PE – athletics</p> <p>Art + DT – Greek vases (art)</p>
3/4 Year B	<p>Lit – diary entry/persuasive advert</p> <p>Num – place value</p> <p>Sci- Animals including humans</p> <p>Geog – European study of Barcelona and Spain</p> <p>Hist – N/A</p> <p>Computing- Coders</p> <p>PE – tag rugby and REAL PE</p> <p>Art + DT – Picasso study and stylized portraits</p>	<p>Lit – Fairy tales/report</p> <p>Num – four operations</p> <p>Sci- Plants</p> <p>Geog – UK study of London and comparison with European study</p> <p>Hist – NA</p> <p>Computing- Coders</p> <p>PE – swimming and REAL PE</p> <p>Art + DT – Banksy and graffiti art</p> <p>DT- savoury cooking</p>	<p>Lit – letters and authors/ information Shakletons Journey and Ice Trap</p> <p>Num – fractions</p> <p>Sci- States of matter</p> <p>Geog – Arctic and Antarctica/ Polar regions</p> <p>Hist – Different explorers over time</p> <p>Computing- We are presenters</p> <p>PE – dance and REAL PE</p> <p>Art + DT –Inuit artwork using pastels</p>	<p>Lit – Myths/ Num – fractions</p> <p>Sci- Light</p> <p>Geog – N/A</p> <p>Hist – Roman Empire</p> <p>Computing- We are network engineers</p> <p>PE – gym and REAL PE</p> <p>Art + DT – Watercolours (art)</p>	<p>Lit – stories with familiar settings/ persuasive text</p> <p>Num – measurement</p> <p>Sci- Light</p> <p>Geog – Italy</p> <p>Hist – Roman Empire</p> <p>Computing- We are communicators</p> <p>PE – tennis and REAL PE</p> <p>Art + DT – Mosaics (art) Pizzas (DT)</p>	<p>Lit – poetry/ information text</p> <p>Num – Measurement and geometry</p> <p>Sci- Animals and humans (nutrition and skeleton)</p> <p>Geog – Italy</p> <p>Hist – Romans</p> <p>Computing- We are opinion pollsters</p> <p>PE – football</p> <p>Art + DT – Roman pots</p>

	A1	A2	SP1	SP2	SM1 – SATS Revision	SM2
5/6 Year A	<p>Lit – The viewer – Mayan artefact. Atmosphere – story. Diary.</p> <p>Num – Place value. Number. Addition and Subtraction. Decimals. Fractions 1.</p> <p>Sci- Properties of materials</p> <p>Geog –</p> <p>Hist – Mayans</p> <p>Computing- we are artists</p> <p>PE – Real PE unit 1 / Football</p> <p>Art– Moldable materials – Mayan masks</p>	<p>Lit – The Wonder Garden. Setting. Explanation (life cycle). Persuasive – palm oil, orangutan / deforestation Amazon. Non-chron.</p> <p>Num – Multiplication and division. Money. Fractions, decimals & percentages. Interpreting statistics.</p> <p>Sci- Living things and habitats. Plant reproduction. Life Cycles.</p> <p>Geog – Rainforests – South American. Comparison physical geography/climate with Europe.</p> <p>Hist –</p> <p>Computing- we are word processors. Type. Layout. Structure.</p> <p>PE – Real PE Unit 2 /Swimming</p> <p>DT – Textiles. sock monkeys</p> <p>Trip: Newbury living Rainforest</p>	<p>Lit – A River. Setting description. Diary. Story ending with dialogue</p> <p>Num – 2D and 3D shape. Angles. Perimeter and area. Circles. Fractions, decimals and percentages.</p> <p>Sci- Light</p> <p>Geog – Rivers and water cycle.</p> <p>Hist –</p> <p>Computing- Presenting Data.</p> <p>PE – Real PE unit 3 / Hockey</p> <p>Art - Painting. Hokusai The Great Wave</p> <p>Trip: Rivers Field Trip – Everdon (local study), field-work skills.</p>	<p>Lit – Beowulf. Character description. Real Newspaper. Persuasive advert. Fanfiction.</p> <p>Num – Algebra. Inverse operations. Ratio, proportion and scaling. Measure and conversions. Position.</p> <p>Sci- Forces</p> <p>Geog –</p> <p>Hist – Anglo Saxons and Scots</p> <p>Computing- we are coders</p> <p>PE – Real PE unit 4 / Gym</p> <p>Art – Escher – 3D printing jewelry tessellation patterns (onto clay).</p>	<p>Lit – The Dragon Machine. Story. Norse Myths. Yr5 non-chron Viking Gods.</p> <p>Num – Fractions. Revision.</p> <p>Sci-</p> <p>Geog –</p> <p>Hist – Vikings</p> <p>Computing- we are travel writers</p> <p>PE – Real PE unit 5/ Rounders</p> <p>DT – Stiff and flexible materials – Viking boats or make a dragon machine – stiff materials</p>	<p>Lit – The Origin of Species. Discussion. Newspaper. Biography – Darwin (interview format). Character. Poetry.</p> <p>Num – Year 5 gap teaching.</p> <p>Sci- Evolution. Classification.</p> <p>Geog –</p> <p>Hist – Vikings</p> <p>Computing- we are publishers</p> <p>PE – Real PE unit 6 / Dance & cricket</p> <p>Art – Drawing – Darwin. Or Henri Rousseau painting.</p> <p>Trip: UKS2 residential – PGL</p>
5/6 Year B	<p>Lit – Friend or Foe Newspaper. Persuasive letter. Setting description.</p> <p>Num – Place value. Number. Addition and Subtraction. Decimals. Fractions 1.</p> <p>Sci- Electricity</p> <p>Geog – Location of WW2 countries – map use</p> <p>Hist – WW2 – Battle of Britain, a key turning point in UK history.</p> <p>Computing- we are cryptographers</p>	<p>Lit – Alex Rider – Storm Breaker. Rose Blanche. Spy story - dialogue. Diary. Setting within a narrative.</p> <p>Num – Multiplication and division. Money. Fractions, decimals & percentages. Interpreting statistics.</p> <p>Sci- Electricity</p> <p>Geog – WW2 – Russia why not invaded. Comparison of environment, topography and land use to France.</p> <p>Hist –</p>	<p>Lit – Mummy clips. Despicable Me, start scene– newspaper. Character (dad). Story – superhero – what to do with a pyramid?</p> <p>Num –2D and 3D shape. Angles. Perimeter and area. Circles. Fractions, decimals and percentages.</p> <p>Sci- Animals, circulatory system - Organs</p> <p>Geog –</p> <p>Hist – Egyptians</p>	<p>Lit – Discussion – space tourism. Explanation -how to be man on moon. Sci-Fi - The Water Tower.</p> <p>Num – Algebra. Inverse operations. Ratio, proportion and scaling. Measure and conversions. Position.</p> <p>Sci- Earth and space</p> <p>Geog – Egypt – land use/settlements. Nile. Maps, atlases and grid references.</p> <p>Hist –</p>	<p>Lit – Two frogs – newspaper – different version of events. Formality. Atmosphere. Yr5 non-chron endangered animals. Story ending – Up (old age)?</p> <p>Num – Fractions. Revision</p> <p>Sci- Animals including humans – old age, puberty, gestation</p> <p>Geog –</p> <p>Hist –</p> <p>Computing- we are number</p>	<p>Lit – The Land of Everbelieve. Setting. Poetry. Fantasy narrative.</p> <p>Num – Yr5 gap teaching.</p> <p>Sci- Animals including humans – healthy eating, exercise, lifestyle and drugs.</p> <p>Geog – Maps and compass work. Local study of topographical features. Fieldwork. Staverton.</p> <p>Hist –</p> <p>Computing- we are advertisers –</p>

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	<p>PE – Real PE unit 1 / Football</p> <p>Art – Henry Moore – Blitz painting</p>	<p>Computing- we are cryptographers</p> <p>PE – Real PE unit 2 / Swimming</p> <p>DT – Anderson shelters – flexible/stiff materials</p> <p>Trip: Bletchley Park – code breaking</p>	<p>Computing- we are architects</p> <p>PE – Real PE unit 3 / Hockey</p> <p>ART – Architecture drawing. Perspective. Pyramids</p> <p>Trip: Ashmolean Museum – Egyptian Detectives</p>	<p>Computing- we are word processors. Type. Layout. Structure.</p> <p>PE – Real PE unit 4 /Gym</p> <p>DT– Space debris – Eco link – painting and collage.</p>	<p>crunchers - spreadsheets</p> <p>PE – Real PE unit 5 / Rounders</p> <p>DT – Grow Salad</p> <p>ART - Portraits – sketching techniques.</p>	<p>persuasive leaflet for fantasy island (Lit link).</p> <p>PE – Real PE unit 6. Boot Camp fitness./ Dance</p> <p>Art - Campbell's Soup Can – moldable materials. Make 3D and paint</p> <p>DT – prepare and store salad. Savory meal.</p> <p>Trip: Fieldwork - finding Staverton and campout.</p>
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