

High Ash School Curriculum Intent Two Year Cycle

cycle 1 - 2022-23

cycle 2 - 2023-24

Foundation

Topic	Autumn 1: All about me	Autumn 2: If you go down to the woods...	Spring 1: Once upon a time	Spring 2: Stomp and roar!	Summer 1: Blast off!	Summer 2: Ocean treasures
<p>Main focus (which evolves each year depending on cohort and interests)</p>	<p>Settling in Rules and routines Self portraits How am I Unique? PSHE</p>	<p>First week is focused discreetly on Diwali (RE Festivals) Find out about different woodland animals (foxes, badgers, owls and squirrels) Where do they live? What do they eat? Learn the words habitat/sett/den/drey. What does the word nocturnal mean? What other animals are nocturnal? Trip down to the woods. Science links</p>	<p>A traditional tales topic. Become familiar with key traditional tales (Gingerbread man, the three little pigs, little red riding hood), retelling stories using story vocab and then create our own versions. Lots of oral retelling and then some will write this into their own 'books' Grow and observe beanstalks - science History links</p>	<p>Non-fiction unit about dinosaurs. Understand the difference between fiction and non-fiction books Gather facts about different dinosaurs and finish the topic by presenting these facts by creating a class non-fiction book. Begin to understand the past History links</p>	<p>Learning about the different planets. Using chalks and pastels to draw the planets Create your own planet and think about the features it would have e.g. an atmosphere, storms, how many moons etc. Science links</p>	<p>Shells, beach theme, rock pools. Then dive deeper into the ocean and exploring different sea creatures and allowing the children's interests to lead the learning Finish topic by touching on plastic pollution, saving animals etc. Geography and Science links</p>

Year One and Two

Cycle One	Autumn 1 Topic Title: Back to School	Autumn 2 Topic Title: Enchanted Woodland	Spring 1 Topic Title: Rio de Vida	Spring 2 Topic Title: Land Ahoy!	Summer 1 Topic Title: Paws, claws and whiskers	Summer 2 Topic Title: Fish, Fins and Gills
	Art/DT Sketching	Computing Computer Systems and Networks- Technology Around Us	Art/DT Collage - Lobo	Music	Music	Computing Creating Media - Digital Writing
Cycle Two	Autumn 1 Topic Title: Dinosaur	Autumn 2 Topic Title: Towers, turrets, tunnels	Spring 1 Topic Title: Bright lights, big city	Spring 2 Topic Title: Moon Zoom!	Summer 1 Topic Title: The Scented Garden	Summer 2 Topic Title: Bounce!
	Art/DT Painting	Computing Programming B - Introducing to animation (scratch junior)	Art/DT Painting - Hook Day Making Tudor Houses	Music	Computing Programming B - Introducing to quizzes (scratch junior)	Music

Year Three and Four

Cycle One	Autumn 1 Topic Title: Pharaohs	Autumn 2 Topic Title: Burps, Bottom and Bile	Spring 1 Topic Title: Potions	Spring 2 Topic Title: What the ancient Greeks did for us.	Summer 1 Topic Title: Predator	Summer 2 Topic Title: Road Trip USA
	Computing Connecting computers	Music	Computing Creating media - Desktop publishing	Art Sculpture- clay pots (4 weeks) DT- making bread- Easter link- RE	Art/DT Drawing- animals	Music
Cycle Two	Autumn 1 Topic Title: Scrumdiddlyumptious	Autumn 2 Topic Title: Mighty metals	Spring 1 Topic Title: I am Warrior!	Spring 2 Topic Title: Tremors	Summer 1 Topic Title: Traders and Raiders	Summer 2 Topic Title: Blue Abyss
	Computing Programming- repetition in shapes,	Music	Art/DT Drawing/Sketching	Computing Programming- sequencing sounds.	Music	Art/DT Painting

Year Five and Six

Cycle One	Autumn 1 Topic Title: Alchemy Island	Autumn 2 Topic Title: Rebels and Royals	Spring 1 Topic Title: ID	Spring 2 Topic Title: Off with Her Head!	Summer 1 Topic Title: Hola Mexico!	Summer 2 Topic Title: Darwin's Delights
	Music	Art/DT Construction	Computing Data and information	Art/DT Sketching	Music <small>Art-sculpture(Hook Day)</small>	Computing Programming - variables in games
Cycle Two	Autumn 1 Topic Title: Revolution	Autumn 2 Topic Title: Scream Machine	Spring 1 Topic Title: A Child's War	Spring 2 Topic Title: Stargazers	Summer 1 Topic Title: Into the Unknown	Summer 2 Topic Title: Tomorrow's World
	Music	Computing Creating media - Vector drawing	Art/DT Sketching/Painting	Music	Art/DT Sketching/Painting	Computing Programming - Selection in quizzes

Discrete hours:

	Cycle 1	Cycle 2	Total
Art/DT	21	21	42
Music	21	21	42
Computing	11 + 6 minimum cross-curricular Each half-term publishing English, topic, RE Each half-term maths/science Excel	11 + 6 minimum cross-curricular Each half-term publishing English, topic, RE Each half-term maths/science Excel	40

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Year One and Two

Cycle One	Autumn 1 Topic Title: <u>Back to School</u>	Autumn 2 Topic Title: <u>Enchanted Woodland</u>	Spring 1 Topic Title: <u>Rio de Vida</u>	Spring 2 Topic Title: <u>Land Ahoy</u>	Summer 1 Topic Title: <u>Paws, Claws and Whiskers</u>	Summer 2 Topic Title: <u>Fish, Fins and Gills</u>
History Milestone	Children will be able to explain changes within living memory and compare to those beyond living memory. Children will compare Victorian schools to today					
Geography Milestone		Look at local environment- Fieldwork going out into village	Children name continents and oceans. Comparing contrasting non-European country (Great Brickhill with Rio)	Compass directions (NSEW) and describe and locate features on a map. UK seas + countries		use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm,

						house, office, port, harbour and shop
Science Milestone		Comparing living dead, evergreen, deciduous	Observe changes in seasons, weather associated with seasons and length of days	Materials-name everyday materials and distinguish between them. Use variety of materials to make a pirate boat-which is best suited.	Name variety of animals and their habitats. Find out animals basic needs and what animals eat (food chains). Describe and compare different animals.	-identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals -describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
Art Milestones	Drawing leaves, sketching, tone		Painting - Colour wheels			
Music Milestones				<p>Land Ahoy - Sea Shanties Children to listen to and sing sea shanties. Children to be given words of a new sea shanty and in group children compose a rhythm which matches the words. Start with body percussion and then use instruments</p> <p>Paws, Claws and Whiskers Listen to 'Carnival of Animals' Children to respond to the music physically - can you be the animal? Tapping, clapping. walking etc Children to maintain a steady beat. Create a perform their own chanted rhythm pattern.</p>		

				Follow a simple piece of written rhythmic stick notation. Create stick notation - children to perform using bodies and voices not instruments		
Computing Milestones		Y1- Computer systems and networks - Technology around us			Y1 Creating media Digital writing	
Hook Day	Victorian School Day - Come dressed as a Victorian and experience different lessons and teaching styles	Trip to Stockgrove Woods Andy Goldsworthy Art Print with natural materials	Create a carnival at school Collage - Carnival masks	Pirate dressing up and create and follow treasure maps	Whipsnade Zoo	Escaped octopus in the school-children to use clues to work out which animal has escaped.
Innovate Stage	Set up a Victorian Classroom in groups. Each group to focus on a different aspect of Victorian schools e.g punishment, lessons etc	Look into deforestation and need to plant more trees Write letter to local MP regarding cutting down of trees and	Look at which continent you would want to live on and why	Design and make a boat based on their knowledge of materials. Test boat to see how successful it was.	Create own mini habitat suitable for certain animals.	Set up own aquarium in classroom with saltwater and freshwater zones
Express Curriculum Focus	Victorian classroom showcase - children from other classes to come and children present ideas showcasing knowledge	Hold a protest against deforestation	Create a world map independently by adding on the correct continents, oceans and some facts about each one.	Music- creating a song about the UK countries and seas	Become estate agents and create housing adverts to sell habitat to suitable animals using its features.	Show Year 3 and 4 children round the aquarium giving talks about the different animals, habitats and features of freshwater or saltwater habitats

Cycle Two	Autumn 1 Topic Title: <u>Dinosaurs</u>	Autumn 2 Topic Title: <u>Towers, Turrets and Tunnels</u>	Spring 1 Topic Title: <u>Bright Lights, Big City</u>	Spring 2 Topic Title: <u>Moon Zoom</u>	Summer 1 Topic Title: <u>The Scented Garden</u>	Summer 2 Topic Title: <u>Bounce</u>
History Milestone	Events beyond living memory-learn about fossils and extinction of dinosaurs	Changes within memory - castles Significant people- kings and queens. Look at monarchy and compare Queen Elizabeth and Queen Victoria	Events beyond living memory-Great Fire of London, what London was like in 1666	Significant people-Neil Armstrong and his role in History History of space travel (when first landed on moon etc.)		
Geography Milestone			Recap human and physical features. Human features-city and its geographical difference to beach/village etc.		identify seasonal and daily weather patterns in the UK and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles	
Science Milestone	Look at common animals that are carnivores etc Look at features of reptiles and how dinosaurs are adapted to their habitat			Materials- compare suitability of materials and physical properties of materials	Name and observe common plants Look at the structure of a variety of plants Look at how seeds and bulbs grow Look at basic needs of plants	Exercise Hygiene Human body Basic needs offspring

Art Milestones	Collage - use materials to collage background		Sculpture - Junk modelling make tudor houses			
Music Milestones				<p>Composing - Key vocab - timbre, rhythm. pulse, texture, tempo</p> <p>Children to follow simple rhythmic notation (picture form)</p> <p>Children use tuned instruments to compose a piece of music which links to their motif.</p>		<p>Listen to different workout songs of different intensities.</p> <p>Link pitch to gymnastics - E.g watch a video from olympics gymnastics (Simone Biles). Can you put music to the moves.</p> <p>Use instruments to represent.</p> <p>Use picture notation to record sounds linking to the moves in the video.</p> <p>E.g run up is loud and pitch will increase as they flip in the air etc.</p>
Computing Milestones		Programming B - Introduction to animation (Scratch JR)			Programming B - An introduction to quizzes (Scratch JR)	

Hook Day	Dinosaur Museum to come in	Monarch Day- dress up as kings and queens and complete royal duties-design crest and make afternoon tea	Art - painting skyline scene	Space Dome visitors	Plant a flower bed/vegetable patch in school Create a healthy meal	Sports Day - Children to complete different activities and explain the effects they feel they are having on their bodies
Innovate	Create a Dinosaur History museum to show fossils and how dinosaurs became extinct	Children to share views on which monarch had more impact. Children to compare the two monarchs.	Create a news report about GFOL. Right up speech bubbles.	Create a non-fiction page on Neil Armstrong.	Create a mini discovery centre/garden centre	Children to plan an exercise plan for an athlete.Children to design a meal for him to eat
Express Curriculum Focus	Create museum to express and showcase all learning		Perform and record report.	.	Invite other children from different classes. Children to share ideas on different aspects of learning. E.g parts of a plant, growing plants etc	Children to showcase exercises and describe what part of the body is being moved. Children to explain what happens to their body during exercise.

Year Three and Four

Changes in Britain from the Stone Age to the Iron Age will be covered in the humanities themed week

Cycle One	Autumn 1 Topic Title: Pharaohs	Autumn 2 Topic Title: Burps, Bottom and Bile	Spring 1 Topic Title: Potions	Spring 2 Topic Title: What did the ancient greeks do for us?	Summer 1 Topic Title: Road Trip USA	Summer 2 Topic Title: Predator
History Milestone	The achievements of the earliest civilisation - Ancient Egypt			Ancient Greece - a study of Greek life and achievements and their influence on the western world		
Geography Milestone	locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features and				Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America Describe and understand key aspects of: physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water	

	land-use patterns; and understand how some of these aspects have changed over time					
Science Milestone		<ul style="list-style-type: none"> Describe the simple functions of the basic parts of the digestive system in humans Identify the different types of teeth in humans and their simple functions 	<ul style="list-style-type: none"> Compare and group materials together, according to whether they are solids, liquids or gases Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature 	<ul style="list-style-type: none"> Identify how sounds are made, associating some of them with something vibrating Recognise that vibrations from sounds travel through a medium to the ear Find patterns between the pitch of a sound and features of the object that produced it Find patterns between the volume of a sound and the strength of the vibrations that produced it Recognise that sound gets fainter as the distance from the sound source increases 	<ul style="list-style-type: none"> Identify common appliances that run on electricity Construct a simple series electrical circuit, identifying and naming the basic parts, including cells, wires, bulbs, switches and buzzers Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit Recognise some common conductors and insulators, and associate metals with being good conductors 	<ul style="list-style-type: none"> Construct and interpret a variety of food chains, identifying producers, predators and prey. Investigate the way in which water is transported within plants Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, room to grow) and how they vary from plant to plant Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal

<p>Art Milestones</p>	<p>Drawing of Egyptian Art as part of History lesson.</p> <p>Develop ideas from a starting point during innovate phase.</p>		<p>Sculpture - Clay -potion bottles</p>			<p>ART - quilting an animal</p> <p>Learning how to create a quilted animal from colourful material.</p> <p>Draw their own animal stencil to cut the material out of.</p> <p>Stitch material together and turn inside out etc.</p>
<p>Music Milestones</p>		<p>BBB - Embedding of notation, rhythm, tempo (fast <i>allegro</i> and slow <i>adagio</i>, fast (allegro) or slow (adagio) getting faster (accelerando) getting slower (rallentando) and composing/per forming.</p> <p>Intro into dynamics forte (loud) or piano (soft), crescendo (getting louder) getting softer (decrecendo)(how do they work within a</p>			<p>Road Trip USA -</p> <p>Compare and contrast two pieces of music on the same theme.</p> <p>Listen to music from different periods of history</p> <p>Appreciate and listen to music drawn from different traditions, cultures and composers.</p> <p>the Star Spangled Banner and James Brown's Living in America</p> <p>give reasons for likes and dislikes</p> <p>use the terms:</p>	

		<p>piece of music) and identifying varying composition elements to implement within their own composition. U</p>			<p>duration, time, pitch, beat, tempo texture</p> <p>discuss the effect of the music on mood and feelings</p> <p>sing tunefully matching the pitch</p> <p>use key words</p> <ul style="list-style-type: none"> ● Mountains: The Rockies, Mount Whitney, Mauna Kea ● Rivers: Colorado River, Mississippi River ● Grand Canyon ● Oceans ● Deserts <p>repeat these words, find rhythms to match ch write graphic score of rhythms</p> <ul style="list-style-type: none"> ● choose instruments to represent, eg up and down the notes of a glock to represent a mountain - deep, slow notes for an 	
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					<p>ocean, fast flowing series of notes for a river - silence for deserts?</p> <ul style="list-style-type: none"> • could think of how to represent temperature e.g. repeated fast notes for shivering • make graphic score • choose dynamics, speed (using milestones document for reference) • to make, altogether a musical representation of the geographic features (soundscape) of the USA 	
Computing Milestones	Y3 Computer systems and networks Connecting computers			Y4 Computer systems and networks		
Hook Day	Mummification, undertake mummification, Egyptian maths and hieroglyphics on papyrus paper.	Making a model of a digestive system. Plaque disclosing investigation	Wizard school- children come dressed as wizard's apprentice. Can be school uniform with a make-shift wand!		America themed day- baseball match, hotdogs afterwards and cheerleading. Printing - natural patterns create a map and use precise repeating patterns for the key.	Predatory animals to be brought to school. Jonathan's Jungle? http://www.jonathansjungleroadshow.co.uk/

			Carousel of fun experiments which cover some of concepts we will be covering in the topic.			
Innovate Focus	Designing a tomb for a Pharaoh based on the Pharaoh's legacy.	Doctor's surgery, explaining how the digestive system works.	OWL exams - children to sit an exam paper like in HarryPotter. Complete the spells in the spell book	Based on the learning children have gathered so far, children (write a letter/explanation) decide on which element of Ancient Greek civilisation is the most important to us/ diamond 9 activity.	Children present a tour of America. Map of USA drawn on playground and models of physical features placed in correct areas. Children discuss each of the features as they visit each features.	A new predator (that hasn't existed before) has been discovered. Give children a description in bullet points. Children to think about what environment it will need to survive. Create a food chain. Children think about its prey and link to plants work in science.
Express Curriculum Focus	Present Pharaoh tomb justifying choices of what is in the tomb.	Present models to class, explaining how the features of the digestive system work.			Present a tour around USA, either recorded or delivered to children in other classes.	Present animal facts to the class in a really wild show/ deadly 60 style.

Cycle Two	Autumn 1 Topic Title: Scrumdiddlyumptious	Autumn 2 Topic Title: Mighty metals	Spring 1 Topic Title: I am Warrior!	Spring 2 Topic Title: Tremors	Summer 1 Topic Title: Traders and Raiders	Summer 2 Topic Title: Blue Abyss
History Milestone			<ul style="list-style-type: none"> the Roman Empire and its impact on Britain 		Britain's settlement by Anglo-Saxons and Scots The Viking and Anglo-Saxon struggle for the Kingdom of	

					England to the time of Edward the Confessor	
Geography Milestone	<ul style="list-style-type: none"> Describe and understand the key features of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night) 	<ul style="list-style-type: none"> use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies 		describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes , and the water cycle		<ul style="list-style-type: none"> Describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle
Science Milestone	<ul style="list-style-type: none"> Identify that animals, including humans, need the 	<ul style="list-style-type: none"> Compare how things move on different surfaces 	<ul style="list-style-type: none"> recognise that they need light in order to see 	<ul style="list-style-type: none"> Compare and group together different kinds of 	<ul style="list-style-type: none"> Identify that humans and 	<ul style="list-style-type: none"> Recognise that living things can

	right types and right amount of nutrition and that they cannot make their own food, they get nutrition from what they eat	<ul style="list-style-type: none"> • Notice that some forces need contact between two objects, but magnetic forces can act at a distance • Observe how magnets attract or repel each other and attract some materials and not others • Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials • Describe magnets as having two poles • Predict whether two magnets will attract or repel each other, depending on which poles are facing 	<p>things and that dark is the absence of light</p> <ul style="list-style-type: none"> • notice that light is reflected from surfaces • recognise that light from the sun can be dangerous and that there are ways to protect their eyes • recognise that shadows are formed when the light from a light source is blocked by an opaque object • find patterns in the way that the size of shadows change. 	<p>rocks on the basis of their appearance and simple physical properties</p> <ul style="list-style-type: none"> • Describe in simple terms how fossils are formed when things that have lived are trapped within rocks • Recognise that soils are made from rocks and organic matter 	<p>some other animals have skeletons and muscles for support, protection and movement.</p>	<p>be grouped in a variety of ways</p> <ul style="list-style-type: none"> • Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment • Recognise that environments can change and that this can sometimes pose dangers to living things
Art Milestones			Drawing Sketching Warriors			Painting - 'Big Wave'
Music Milestones		chapter by chapter as the Iron Man is read children to create sound in response (summary here) the			Ride of the Valkyries use this resource	

		<p>Iron Man crashes onto a beach, shatters into pieces</p> <p>use tempo dynamics articulation (see milestones) to encourage correct use of vocab)</p> <p>Where should there be sound, where should there be silence (incorporate rests)</p> <p>children to gradually build up a graphic score to represent each chapter, then can perform some/all at end of topic</p>			<p>tell the ch who the valkyries were - could use resource T drive</p> <p>use this resource</p>	
Computing Milestones	Y3 Programming Sequencing in music			Y3 Data and Information Branching databases		
Hook Day	<p>Mr Wonka design request - invites chn to design a new Wonka product. Observe and annotate existing chocolate bar packaging</p> <p>Design chocolate product using given products (chocolate, marshmallows, Digestive biscuits etc.)</p> <p>Design packaging for new product</p>	<p>Piles of junk metal left around school. Letter from Police delivered to classroom. Letter from Hogarth. Chn create drawings of mighty robot based on description in Iron Man book.</p>	<p>Roman workshop-external visitors deliver</p> <ul style="list-style-type: none"> • Delta - a Roman numeral, maths-based game • Roman quiz • Segedunum - a simple and fun Roman game • A display of Roman and Celtic weapons and armour • Boudicca's final battle with the Romans 	<p>Creating volcanoes using papier mache. volcanic art.</p>	<p>Visit to Bradwell Abbey</p> <p>or</p> <p>Given a name and a role in the Anglo Saxon village. Introduce Anglo Saxons and research weapons. Design your own weapon. Debate: Romans vs. Anglo Saxons - who were the better warriors? Include knowledge of weapons, armour and tactics learned in 'I Am Warrior' topic to</p>	<p>Visit an aquarium (Birmingham) or virtual aquarium</p> <p>'What am I?' riddles - different sea creatures</p> <p>Ocean art using Anna Sheversky as inspiration</p>

					compare with new learning on Anglo Saxons.	
Innovate Focus	Children to develop their own recipe for a smoothie, using knowledge of nutritional values, air miles and Fairtrade. Explain why they have chosen to include certain ingredients, applying their knowledge of Fairtrade around the world and the origin of ingredients.	Create a video to inform the Key Stage One children all about magnets! in the style of Maddie (CBBC).	Your challenge is to design the ultimate Roman gladiator. You will need to create a biography for them, You may be able to compare your gladiator to a real Roman gladiator: How are they similar? How are they different?	Become a volcanologist and hold a trade fair to parents/carers or Year 5 and 6. Speak in detail about a particular part of your learning:	The Vikings are soon to invade and you are the chieftain of an Anglo Saxon tribe! Prepare for war by designing and labelling an Anglo Saxon village that will defend and protect your people.	Demonstrate your learning by representing and explaining the water cycle (see ideas below). Make sure you describe the key processes of the cycle. Also share your knowledge of which creatures live in the sea. How have they adapted to their habitat? Do they face any threats?
Express Curriculum Focus	Make and evaluate your smoothies	show videos to KS1	Deliver a presentation to Y3-4 on why your gladiator is the best.	Hold trade fair.	Share examples of your battle plan!	

High Ash School Curriculum Intent Two Year Cycle Year Five and Six

Cycle One	Autumn 1 Topic Title: Alchemy Island	Autumn 2 Topic Title: Rebels and Royals	Spring 1 Topic Title: ID	Spring 2 Topic Title: Off with her head	Summer 1 Topic Title: Hola Mexico	Summer 2 Topic Title: Darwin's delights
History Milestone	N/A	Create a timeline using a range of source materials. Describe how different evidence gives us information. Select, organise and record relevant information. Follow lines of enquiry - make informed responses. Describe how a movement has influenced the UK (Peasants' Revolt).	Find out about influential historical figures that brought about social reform.	Sequence a Tudor timeline. Understand where it fits in with our history. Create a family tree for the Tudor dynasty. Local area changes during the reign of Henry VIII. Create a timeline of Henry VIII marriages. Explain why people acted in the way they did. Tudor crime and punishment. Describe how an individual has influenced the UK (Henry's great matter).	Explore ancient Mayan civilisation.	Create a timeline to illustrate Darwin's life - links to History studied so far.
Geography Milestone	Determine human and physical features on maps. Mark contours. Plot routes using 4 and 6 figure coordinates. Use the map's scale to determine distance travelled.	Plot origins of the Black Death. Appreciate which areas/countries were affected. List human and physical characteristics of maps that caused rapid spread.	Identify geographical patterns - plot location of class members. Communities. Compare preferences for places to spend time. Analyse geographical features.	Compare maps from Tudor and modern day London. Find out where Henry VIII lived (identify and describe human and physical features on maps). Plot Anne's journey past significant landmarks.	Locate Mexico. Identify aspects of human and physical geography. Locate Chihuahuan Desert. Compare to a region in the UK. Compare daily life to UK. Locate main cities. Plot on a map.	Plot the route Darwin took on HMS Beagle. Find the longitude and latitude, explaining how it relates to the equator and hemispheres. Plan an expedition across the Galapagos. Plot route. Identify animals at risk of extinction.

Science Milestone	Describe property of materials. Classify and group mixtures - separation by sieving, filtering and evaporating. Reversible and irreversible changes. Record data using classification keys, tables, bar and line graphs. Comparative and fair testing (recover gold nuggets)	A range of science enquiries - comparative and fair testing (growth of bacteria and fungus). Make detailed scientific drawings of herbs, labelling its parts and sorting according to properties observed. Find out about and compare the lifecycle of rodents, fleas and bacteria.	Devise a classification key of appearance traits. Fingerprints - classify, find out which are most common, display results using a suitable graphing method. Nature vs. nurture debate. Inherited or learnt traits. Investigate the genetics of their classmates.	Identify and name the main parts of the human circulatory system. Describe the functions of the heart, blood vessels and blood. Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function Describe the ways in which nutrients and water are transported within animals, including humans	Shadows - sun light and position of Chichen Itza.	Classify natural objects. Understand the significance of scientists' work. Learn about the variety of plants growing in the school grounds. Use test results and observations to make predictions. Describe how animals adapt for survival.
Art Milestones		Drawing Sketch - people		Painting Portraits		
Music Milestones	Notation and Composition <u>Listen and respond</u> The Sorcerer's Apprentice recognise compound time, dynamic range, timbre <u>Compose and perform</u> write formal rhythmic and pitch notation on treble clef stave - full octave				Listening and appreciation - music from other cultures . Pulse and rhythm - Cucaracha overlaying beats. Performing of La Cucaracha	
Computing Milestones	Computing systems and network Y5 - Sharing information		Computing systems and network Y6 - Communication			Programming Y6 - Variables in games
Hook Day	Magic Box Poem	Host medieval feast.	Crime Scene - Whodunit?	Visit from Tudor visitor	Listen to and watch	Visit Tring Museum

	<p>Create map of Alchemy island Wow Experiments - mentos in coke, bicarb in vinegar Maths - alchemists symbol</p>	<p>Create tapestries inspired by Bayeaux. Cook Fine cakes. Look at knights and coats of arms.</p>	<p>Or - Meet Joh Doe. He is an unidentified figure with no distinguishing features. Create his persona, determine his traits and features. Create a new (slightly mixed up) identity!</p>		<p>traditional Mexican musical performances. Dancing! Use of instruments. Sip Latin limeade or a cool sangrita. Design headdresses and wear bright clothing. ART - Collage - Day of the Dead</p>	
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<p>Innovate Focus</p>	<p><u>Science/Geog/DT</u> Children to create a Scientific secrets document to detail an experiment of extracting materials from mixture in jelly.</p>	<p><u>History</u> Create dramatic sketch in style of horrible histories about three key events from medieval (e.g. interview with plague doctor, news reporter at Peasants' Revolt, rap about Robin Hood)</p>	<p><u>Science</u> Create a family tree using knowledge of inherited traits.</p>	<p><u>History</u> If Henry VIII could time travel, would he be a good head teacher of High Ash? Children to complete compare and contrast work.</p>	<p><u>Science</u> Imagine you've been catapulted far into the future. How are you going to survive?</p>	<p><u>Art/DT/Music</u> Plan for a religious festival. Perform music, dance and dress for the occasion. Or - events planning: select a theme; consider caterers, entertainment, management of staff...</p>
<p>Express Curriculum Focus</p>	<p>Dragon's Den style - which group has impressed the company's board of directors?</p>	<p>Children to display and present knowledge to visitors - parents.</p>	<p>Explain project work to children from lower KS2.</p>	<p>Phase assembly to parents? Present learnt facts within a life-size outline of Henry VIII.</p>	<p>Hold a debate on a topical issue that relates to inheritance and evolution. Or - If Darwin was alive today, how might he use modern technology?</p>	<p>Music extravaganza including poetry recital.</p>

Cycle Two	Autumn 1 Topic Title: Revolution	Autumn 2 Topic Title: Into the Unknown	Spring 1 Topic Title: Tomorrow's world	Spring 2 Topic Title: Stargazers	Summer 1 Topic Title: Scream Machine	Summer 2 Topic Title: A Child's War
History Milestone	<p>Create a timeline showing dates, details, knowledge. Investigate and compare lives of rich and poor. Make assumptions about the childhood of Queen Victoria.</p> <p>Investigate a complex historical research question. Find out about crime and punishment. Investigate household objects. Explore the role of women in Victorian times, including the suffragette movement. Find out about the industrial revolution. Victorian inventions. The end of an era - the impact of Prince Albert's death and of Queen Victoria's reign.</p>	<p>Find out about the conditions on board the "unsinkable" ship. Acknowledge different viewpoints. Create an electronic timeline to show the history and development of polar exploration.</p>	<p>Research the history of computing. Select, organise, summarise and present relevant information.</p>	<p>Describe how a significant individual has influenced the UK or wider world - Galileo Galilei - the 'father' of modern observational astronomy. Space race - Why were America so determined? Describe how a significant individual has influenced the UK or wider world - John F Kennedy.</p>		<p>Create a timeline showing major events of the Second World War. Describe the negative or positive impact of a period of history on contemporary society - the impact of Hitler and school during the war. Find out about the London Blitz. Select, organise and summarise information. Make connections, draw contrasts and identify trends in two or more periods of history. Compare wartime homes to the homes of today. Describe how our lives have been influenced - consider what images show about displaced (refugees) people after the war.</p>
Geography Milestone	<p>Locate towns. Identify roads, railways and other transport links. Use a range of sources to research the significance of Victorian transport developments. Produce accurate scaled maps.</p>	<p>Use globes and atlases to find and name both polar regions and other significant geographical features of the world. Produce accurate scaled maps. Work in research teams to identify the similarities and differences between the Arctic and the Antarctic.</p>	N/A	<p>Use a range of aerial images of the Earth to identify geographical features such as countries, continents, volcanoes, rivers and impact craters. Recognise and describe the physical and human features of places.</p>		<p>Look at UK maps to find locations. Use online sources, books and other sources to research. Locate the cities and ports bombed during the Blitz. Describe in detail the human characteristics of some of the largest cities of the UK - population, economic activity and transport systems.</p>

Science Milestone	Draw a series circuit using the conventional circuit symbols. Examine the incandescent bulb. Make own like Thomas Edison!	Describe how animals and plants adapt to survive. Construct food chains, for a chosen animal or plant from a frozen land, to show how species are interdependent on each other as food sources.	Explain how light behaves and travels in straight lines. Recognise the dangers of using lasers and how they can be used safely. Make periscopes. Recall symbols in circuits.	Name planets of the solar system. Explore and size and scale of the Solar System. Explain day and night using the Earth's rotation. Moon, forces, gravity.	Describe the force of gravity. Theme parks - scientifically and systematically compare the functionality of a range of materials to perform a specific function. Plan a range of scientific enquiries. Make a simple pendulum. Take measurements with increased accuracy. Air resistance. Water resistance.	Check objectives to be covered in more depth (also covered during Off with her head). Identify and name the main parts of the human circulatory system. Describe the functions of the heart, blood vessels and blood. Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function Describe the ways in which nutrients and water are transported within animals, including humans
Art Milestones		Land Art				DT - Design and create anderson shelters
Music Milestones	Music <u>Listen and respond</u> read and play formal rhythm and pitch notation Sing chorus of 'Happy' Learn and perform harmonies <u>Compose and perform</u> use singing, glocks, recorders to improvise over bass line of 'Happy'			Listening and appreciation Holst's planets - Mars and compare to John Williams Imperial March Vocabulary - tempo, rhythm, orchestra, conductor		
Computing Milestones	Programing A Y6 - Variables in games		Creating media - Web page creation		Data and information - Spreadsheets	
Hook Day	Binca bookmarks Drill - year 5/6 together Classroom session - Victorian style (learning by rote,	Who was Shackleton? What did he do? Information gathering session	Maths first. Hook day begins at 10am. 'Draw the Internet' activity 'Data jargon busting' and 'True or false'	<u>SPACE DOME visit</u> <i>Explore our planet, moon, sun and solar system, see how they move and what we see in the sky. Then go</i>	POV clips for children to 'experience' rides. E.g.: https://www.dailymotion.com/video/x4tshde (on mute!). Words/emotions in theme park ride outline/image.	Visit Bletchley Park

	chanting, handwriting) Maths - converting pounds, shilling and pence	Draw Antarctic landscapes and write descriptions Poetry Maths - area of triangles	Launch PPT following script in classes. Discussion. Promote school video using explain everything. To consent or not to consent? Drama activity Decode stories using emojis.	<i>star-spotting to discover the constellations as they will appear tonight and discover the stories behind them through the gods and heroes, myths and monsters from Ancient Greece.</i> Make up mnemonic for order of planets Space Art - in the style of Peter Thorpe - painted abstract space themed background including rockets	Getting there task - How can we get to the theme parks in the UK? Look at various modes of transport for getting to each one. Which mode of transport would be quickest? Make info cards modelled on: https://nrich.maths.org/content/id/7571/Nutrition%20and%20Cycling%20cards.pdf Budget task - Calculate the cost of a day trip to a theme park by looking at how much it costs to get in, park the car, go on the rides, eat a meal, enjoy an ice-cream and buy souvenirs. Use a spreadsheet to plan a budget for different-sized families then try again with money off vouchers and special offers. What is the most economical way of visiting a theme park? What would be the total cost for a family of 4?	
Innovate Focus	Speech for Great Exhibition about conditions of living in Victorian England and how things need to change. Campaign for: Hygienic hospitals for all Close ragged schools Open a new school Children aged 6 have to be in school Women should be able to vote	Design a plant that will survive in Antarctica present a description of our plant's survival in the style of Sir David Attenborough.	Create their own website (using Weebly) Design 'Future school' - the school your grandchildren will go to...	Explorer Dome are hiring! There is a job vacancy for a presenter to tour the country and visit schools with the dome. You must prepare for the presentation part of your interview, conveying how knowledgeable you are on relevant topics! (Written script, bullet points, cue cards, story map, mind map...)	<ul style="list-style-type: none"> • Design/sketch a theme park ride • Label and explain the forces involved (2 sessions) • Explain the ride to someone 	Compare experiences of children in WW2, COVID 19 and refugee

	Equal pay for women					
Express Curriculum Focus	Lesson 18 1 x express History - Children to present to the Queen at the Great Exhibition - speech written for social reform.	<u>Extension</u> - adaptations due to future world changes. <u>Express</u> - Sir David Attenborough style description of plant's survival.	Express - parents/carers to come in and look at completed websites	<u>Express</u> - hold the interviews with a panel of judges. Shortlist finalists in classes (secret vote) and pair up with year 3/4 classes to present talks. Winners to receive a bag of magic stars!		Present speech Discuss/debate impact on family, technology, entertainment, fear, food