

Burford Primary School

Class plan - Upper School A Curriculum Plan



Y4 Computing **Computing**

Computing

Staying safe online; Evaluating digital content; Algorithms and debugging; Programming



Y5 Computing **Computing**

Computing

Staying safe online; Evaluating digital content; Algorithms and debugging; Using data



Y6 Computing **Computing**

Computing

Staying safe online; Evaluating digital content; Algorithms and debugging; Programming



Invasion **History**

Companions

- Interconnected World **Geography**
- Contrast and Complement (Y4) **Art and design**
- Warp and Weft **Art and design**
- Fresh Food, Good Food **Design and technology**

Planned term

1 - 2

Suggested text

The Saga of Erik the Viking – Terry Jones

Memorable experience

The Ruin. [Warp and Weft] - Textiles through time. [Fresh Food, Good Food] - Keeping food fresh

Innovate challenge

Viking hoard. [Warp and Weft] - Creating wall hangings. [Fresh Food, Good Food] - Designing and making a healthy packaged snack

English

Anglo-Saxon poetry; Playscripts; Norse myths; Non-chronological reports

Geography

Geographical sources

Art and design

[Warp and Weft] - Weaving; Exploring yarns

Design and technology

[Fresh Food, Good Food] - Food preservation techniques; Exploring food packaging; Prototypes; Designing, making and packaging healthy snacks

History

Roman withdrawal from Britain; Chronology of invasion; Anglo-Saxon invasion; Anglo-Saxon kingdoms, beliefs and customs; Religion; Everyday life in Anglo-Saxon Britain; Viking invasion; Everyday life in Viking Britain; Significant people – King Athelstan; Norman invasion; Legacy



Frozen Kingdoms **Geography**

Companions

- Inuit **Art and design**
- Engineer **Design and technology**
- Environmental Artists **Art and design**

Planned term

3 - 4

Suggested text

The Wolf Wilder - Katherine Rundell

Memorable experience

Polar expedition. [Inuit] - Inuit art. [Environmental Artists] - Exploring environmental art. [Engineer] - Bridges and engineers

Innovate challenge

Discovering the Arctic. [Inuit] - My print. [Environmental Artists] - Creating environmental art. [Engineer] - Designing and making a prototype bridge

English

Non-chronological reports; Haiku poetry; Newspaper reports; Adventure narratives

Geography

Arctic and Antarctic regions; Lines of latitude and longitude; Polar climates; Polar day and night; Polar oceans; Polar landscapes; Climate change; Natural resources; Indigenous people; Tourism

Computing

[Environmental Artists] - Video editing software

Art and design

[Inuit] - Printmaking; Carving. [Environmental Artists] - Environmental art; Recycled, reused and repurposed materials

Design and technology

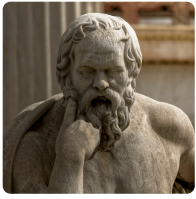
[Engineer] - Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes

History

Polar exploration; Significant people – Robert Falcon Scott; Ernest Shackleton; Significant events – Titanic

Science

Classifying living things; Classification keys; Adaptation; Investigations



Groundbreaking Greeks History

Companions

- Architecture Design and technology
- Expression Art and design
- Mixed Media Art and design

Planned term

5 - 6

Suggested text

Who Let the Gods Out? – Maz Evans

Memorable experience

Time team. [Expression] - What is Expressionism?. [Mixed Media] - Paper craft. [Architecture] - Architecture over time

Innovate challenge

The ancient Greeks' greatest idea. [Expression] - Creating an Expressionist-style painting. [Mixed Media] - Creating mixed media artwork. [Architecture] - Building design

English

Greek myths; Balanced arguments; Playscripts; Odes

Geography

Interpreting geographical sources

Art and design

[Expression] - Expressionist art movement; Significant artist – Edvard Munch; Portrait photography; Expression; Self-portraits. [Mixed Media] - Paper crafts; Papermaking; Paper, fabric, mixed media and surreal photo collage; Mixed media artwork

Design and technology

[Mixed Media] - Fabric and mixed media collage; Stitching and embellishment. [Architecture] - Architecture over time; Greek architecture; Structural support, stiffness and stability; Computer-aided design; Building design

History

Ancient Greek periods – Minoan civilisation, Mycenaean civilisation, Dark Age, Archaic period, Classical period, Hellenistic period; Chronology and timelines; Primary and secondary sources; City states; Democracy; Role of men and women; Social hierarchy; Great Athenians; the Acropolis; Greek art, culture, architecture, philosophy, medicine and mathematics; Olympic Games; Alexander the Great; End of the Greek Empire; Legacy