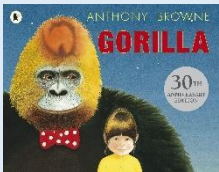
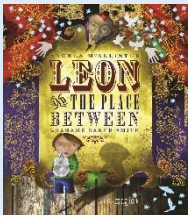
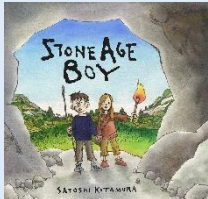
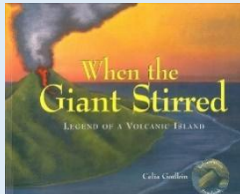
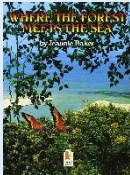
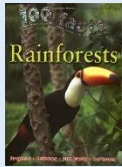






Kingsway Primary School
Team 4 Curriculum Long Term Plan 2022-23

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Outcome: Fiction: To write a narrative based on the story of 'Gorilla'	Outcome: Recount: To write a diary entry from Leon's Point of View	Outcome: Fiction: Write a narrative set in the Stone Age	Outcome: Fiction: First person narrative of their own version of when the giant stirred	Outcome: Non-chronological report: To make a zoo information board for a rainforest exhibit.	Outcome: Explanation Letter: letter in role as an expert containing an explanation about cave formation.
	Quality text: Gorilla by Anthony Browne 	Quality text: Leon and the Place Between by Grahame Baker Smith & Angela McAllister 	Quality text: Leon and the Place Between by Satoshi Kitamura 	Quality text: When the Giant Stirred by Celia Godkin 	Quality texts: Where the Forest meets the Sea by Jeannie Baker & 100 Facts Rainforests by Miles Kelly  	Quality text: Blue John by Berlie Doherty 

Reading	Digestion (explanation) The Theft of the Hammer (narrative) Inside the Hive (playscript)	Disaster at Montgomery Hall (newspaper) Famous Landmarks (explanation) Journey to the Centre of Your Body (narrative)	Violent Volcano (newspaper) Enormous Eruptions (explanation) Pompeii (narrative)	Disaster at Montgomery Hall (instructions) The Troy Ploy (newspaper) Riding the Waves (narrative)	The Amazon River (information) Hero Twins (narrative) Disaster at Montgomery Hall (newspaper)	Snow White (narrative) Worldwide Influence (information) Sacrifice (narrative)
Mathematics	Place Value <ul style="list-style-type: none"> • Roman numerals to 100. • Round to the nearest 10. • Round to the nearest 100. • Count in 1,000s. • 1,000s, 100s, 10s and 1s. • Partitioning. • Number line to 10,000. • 1,000 more or less. • Compare numbers. • Order numbers. • Round to the nearest 1,000. • Count in 25s. • Negative numbers 	Area <ul style="list-style-type: none"> • What is area? • Counting squares • Making shapes • Comparing area Multiplication and Division A <ul style="list-style-type: none"> • Multiples of 3 • Multiply and divide by 6 • 6 times table and division facts • Multiply and divide by 9 • 9 times table and division facts • The 3, 6 and 9 times table • Multiply and divide by 7 • 7 times table and division facts • 11 times table and division facts • 12 times table and division facts • Multiply by 1 and 0 • Divide a number by itself and 1 <p>Multiply three numbers</p>	Multiplication and Division B <ul style="list-style-type: none"> • Multiply by 10. • Multiply by 100. • Divide by 10. • Divide by 100. • Factor pairs. • Efficient multiplication. • Written methods. • Multiply 2-digits by 1 –digit. • Multiply 3-digits by 1-digit. • Divide 2-digits by 1-digit • Correspondence problems. 	Fractions <ul style="list-style-type: none"> • What is a fraction? • Equivalent fractions • Fractions greater than 1. • Count in fractions. • Add 2 or more fractions. • Subtract 2 fractions. • Subtract from whole amounts. • Calculate fractions of a quantity. • Problem solving – calculate quantities Decimals <ul style="list-style-type: none"> • Recognise tenths and hundredths. • Tenths as decimals. • Tenths on a place value grid. • Tenths on a number line • Divide 1 digit by 10 • Divide 2 digits by 10 • Hundredths • Hundredths as decimals • Hundredths on a place value grid • Divide 1 or 2 digits by 100. 	Decimals <ul style="list-style-type: none"> • Make a whole • Write decimals. • Compare decimals. • Order decimals. • Round decimals. • Halves and quarters. Money <ul style="list-style-type: none"> • Pounds and pence. • Ordering amounts of money. • Using rounding to estimate money. • Four operations. Time <ul style="list-style-type: none"> • Hours, minutes and seconds. • Years, months, weeks, days. • Analogue to digital – 12 hour • Analogue to digital – 24 hour 	Geometry <ul style="list-style-type: none"> • Identify angles. • Compare and order angles. • Triangles. • Quadrilaterals. • Lines of symmetry. • Complete a symmetric figure Statistics <ul style="list-style-type: none"> • Interpret charts • Comparison, sum and difference • Line graphs Position and Direction <ul style="list-style-type: none"> • Describe position. • Draw on a grid. • Move on a grid. • Describe a movement on a grid.

	Addition and Subtraction <ul style="list-style-type: none"> • Add and subtract 1s, 10s, 100s and 1000s. • Add two 4-digit numbers – no exchange. • Add two 4-digit numbers – one exchange. • Add two 4-digit numbers – more than one exchange. • Subtract two 4-digit numbers – no exchange. • Subtract two 4-digit numbers – one exchange. • Subtract two 4-digit numbers – more than one exchange. • Efficient subtraction. • Estimate answers. • Checking strategies 	Length and Perimeter <ul style="list-style-type: none"> • Kilometres. • Perimeter on a grid. • Perimeter of a rectangle. • Perimeter of rectilinear shapes. 				
Main Project Focus	Invasion History 		Misty Mountain, Winding Rivers Geography 		Ancient Civilisations History 	
Science	Food and the Digestive System	Sound	States of Matter	Grouping and Classifying	Electrical Circuits and Conductors	
Art	Contrast and Complement	Warp and Weft	Vista	Animal	Statues, Statuettes and Figurines	Islamic Art
DT	Fresh Food, Good Food		Functional and Fancy Fabrics		Tomb Builders	
Geography	Interconnected World		Covered in main project		Geography revision and retrieval practice	
RE						

Computing	Computer systems and networks The Internet	Creating Media Audio editing	Creating Media Photo editing	Data and Information Data Logging	Programming A Repetition in shapes	Programming B Repetition in games
Staying Safe Online	Online Relationships	Self-image and Image Sharing	Copyright and Ownership	Privacy and Security	Health, Wellbeing and Lifestyle	Online Reputation
Music Charanga Original Scheme	Mamma Mia Abba A timeless Pop song from the 70s.	Glokinspiel Stage 2 learning about the language of music through playing the glockenspiel.	Stop! A song/rap about bullying.	Lean on me Bill Withers A Soul/Gospel Song.	Blackbird The Beatles a song about civil rights.	Reflect, Rewind and Replay Listen and Appraise Classical music
Physical Education & wellbeing	Health and Fitness	Gymnastics		Dance (Circus)	Sending and Receiving (Rounders)	Athletics
My Happy Mind	My Happy Mind Module 1: Meet Your Brain Your brain and your mind are different Neuroplasticity Team H-A-P	My Happy Mind Module 2: Celebrate Character strengths	My Happy Mind Module 3: Appreciate Attitude of gratitude	My Happy Mind Module 4: Relate Positive relationships Active Listening Diversity- Stop, Understand, Consider	My Happy Mind Module 5: Engage Goal setting Perseverance Reflection	
PSHE/RSE	Being me in my World	Celebrating Difference	Dreams and Goals Healthy Me	Healthy Me	Relationships	Changing Me
MFL Spanish	Aprendo Espanol (I'm Learning Spanish)	Los Animales (Animals)	Los instrumentos (instruments)		Caperucita Roja (Little Red Riding Hood)	Puedo (I can)