Sprowston Junior School Curriculum Framework Overview Year 2020-2021					
Assemblies: PSHE and British values.	Care for where we live. **Positivity** Rule of law.	Courage to continue. **Risk taking.** Respect and tolerance.	Best that I can be. **Dedicated** Accepting Responsibility.	Becoming a sensible spender. **Resilience** Democracy.	The power of relationships. **Teamwork** Individual liberty.	What makes you different is what makes you perfect. **Respect.** My place in the community.
Class theme	**Magnificent Mountains**	**Smashing Saxons and Vicious Vikings**	**Smashing Saxons and Vicious Vikings**	**Norman Norwich**	**Plants and Animals**	**Hola Mexico**
Subject area	Aut 1	Aut 2	Spring 1	Spring 2	Sum 1	Sum 2
Literacy	**Sensational Poetry:** - COLD TASK: Create own poem based on an image. - Identify metaphors and similes. - Analyse poem to identify patterns, rhythm and rhyme. - Follow structure of poem to create own, including figurative language. - Performance poetry. - Personification. - Analyse and recreate haiku poems. - Explore rhyming words. - Create rhyming poem. - Explore kenning structure and recreate own versions. - HOT TASK: Write own poem based upon a subject of their choice. **Butterfly Lion:** - Use text retrieval skills to justify an opinion. - Up level vocabulary to enhance effect.	**Continue Butterfly Lion** **What a Viking:** - Cold task: Write a non fiction page all about Anglo-Saxon life - Look at front cover, title and blurb. Make predictions - Write factual, expanded noun phrases to describe the historical items found in the text. - Drama - Ask the children to imagine that they are a young Bjorn watching the Viking ship arrive into the harbor. - Use figurative language to explore the five	**Skellig:** - Inference from front cover and blurb. - Describe setting through senses. - COLD TASK: Write diary entry from character. - Select vocabulary to describe physical appearance from text. - Non-fiction report on the life cycle of owls. - Make predictions and inferences from the text.	**Continue Skellig** **Midsummer Night's Dream:** - Non-fiction report on Shakespeare, his life and work. - Create freeze frames to summarise Act 1 Scene 1, add thought bubbles to each character. - COLD TASK: Write a balanced argument. - Use inference skills to predict what is going to happen. - Translate Shakespearean language.	**Land of Neverbelieve:** - Inference of front cover. - Drama to explore the island. - Recreate map of island. - COLD TASK: description of a setting. - Design and annotate a tree in style of book. - Design and write a description of a creature in style of the author. - Use persuasive language to advertise fruit. - Express opinion on text. - Write a warning letter.	**The Journey:** - Use inference skills to predict meaning from picture. - Explain the significance of an object. - Analyse illustrations. - Explore 'The Raven' poem. - Create own poem following Edgar Allan-Poe's structure. - COLD TASK: Write story completing the story. - Create a comic strip.

- Describe a setting. - COLD TASK: Write a diary entry. - Write instructions - Use freeze frames to express character's feelings. - Write a balanced argument. - Write an informal letter. - Explore the senses involved in a wartime setting. - Rewrite a war poem, following the structure. HOT TASK: Write a diary entry.	senses. - Children to create a comic strip explaining how Bjorn got his first scar. - Write a description of how the character got the scar. - Use complex sentences that include figurative language, adverbial phrases and are controlled with punctuation. - Use a variety of language and punctuation to show difference in character. - Ask children to pick three characters from the picture and write a witness statement of the accident from their point of view. - Use a variety of language and punctuation to show difference in character. - HOT TASK: Write a non-fiction page all about Anglo-Saxon life **The Highwayman:** ***New text – Lessons to be input once planned.***	- Drama activity to explore characters' feelings – speech bubbles. - Write description of a setting based purely on sound. - Create poem reflecting the setting. - Write emails between characters to recount argument. - HOT TASK: write diary entry. - Write letter to other character. - Write play script to predict what happens. - Create art work to portray what a character can see. - Write book review.	- Learn about Iambic pentameter. - Design a costume in keeping with the play. - Rewrite Puck's 'Merry Wanderer' speech. - Use persuasive language to create an advert for love in idleness flower. - Perform a simple scene from play. - Description of setting. - Write newspaper article. - Write agony aunt letter. - Rewrite story for younger children. - HOT TASK: Write a balanced argument.	- HOT TASK: describe setting. - Participate in debate. - Plan and write bedtime story. -	- Write a recount from a character's perspective. - Write play script. - Write a description of setting. - Plan and write a myth. - Research and create non-fiction presentation on refugees. - Write a formal letter. - HOT TASK: Write a fictional story.

Maths	Place Value and number:	Fractions	Addition / Subtraction	Converting units inc. time	Addition / Subtraction	Fraction, Decimals, Percentages
	Place Value and number: - Number lines - Ordering and comparing numbers. - Partitioning - Expanded form. **Addition and subtraction:** - Mental addition and subtraction. - Column addition and subtraction, including money. - Problem solving including addition and subtraction. - Multi-step problem solving. **Multiplication and division:** - Multiplying by 10, 100, 1000 and 10,000. - Mental multiplication and division. - Formal written methods (Expanded/ short multiplication and bus stop). - **Multiplication and Division** • identify multiples and factors, including finding all factor pairs of a number, and common factors of 2 numbers • know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers • establish whether a number up to 100 is prime and recall prime numbers up to 19 • multiply numbers up to 4	**Fractions** - compare and order fractions whose denominators are all multiples of the same number - identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths - recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for example, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$] - add and subtract fractions with the same denominator, and denominators that are multiples of the same number **Perimeter/Area** - measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres - calculate and compare the area of rectangles (including	**Addition / Subtraction** - Mental addition and subtraction. - Column addition and subtraction, including money. - Problem solving including addition and subtraction. - Multi-step problem solving. **Multiplication / Division** - multiply and divide numbers mentally, drawing upon known facts - divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context - multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000	**Converting units inc. time** - convert between different units of metric measure [for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre] - understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints - measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres - calculate and compare the area of rectangles (including squares), including using standard units, square centimetres (cm²) and square metres (m²), and estimate the area of irregular shapes - estimate volume [for example, using 1 cm³ blocks to build cuboids (including cubes)] and capacity	**Addition / Subtraction** - add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) - add and subtract numbers mentally with increasingly large numbers - use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy - solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why **Multiplication / Division** - Recognise and use square numbers and cube numbers, and the notation for squared (²) and cubed (³) - solve problems involving multiplication and division, including	**Fraction, Decimals, Percentages** - compare and order fractions whose denominators are all multiples of the same number - identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths - recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for example, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$] - add and subtract fractions with the same denominator, and denominators that are multiples of the same number - multiply proper fractions and mixed numbers

	digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers • multiply and divide numbers mentally, drawing upon known facts • divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context	squares), including using standard units, square centimetres (cm²) and square metres (m²), and estimate the area of irregular shapes	- recognise and use square numbers and cube numbers, and the notation for squared (²) and cubed (³ - solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates **Properties of shape** - identify 3-D shapes, including cubes and other cuboids, from 2-D representations - know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles - draw given angles, and measure them in degrees (°) Identify: - angles at a point and 1 whole turn (total 360°) - angles at a point on a straight line	[for example, using water] - solve problems involving converting between units of time - use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling **Decimals and percentages** - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents - round decimals with 2 decimal places to the nearest whole number and to 1 decimal place - read, write, order and compare numbers with up to 3 decimal places - solve problems involving number up to 3 decimal places - recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per	using their knowledge of factors and multiples, squares and cubes - solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign **Position and Direction** • identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed	by whole numbers, supported by materials and diagrams - read and write decimal numbers as fractions [for example, 0.71 $= \frac{71}{100}$] - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents - round decimals with 2 decimal places to the nearest whole number and to 1 decimal place - read, write, order and compare numbers with up to 3 decimal places - solve problems involving number up to 3 decimal places - recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per 100', and write percentages as a fraction with denominator

		and half a turn (total 180°) - other multiples of 90° - use the properties of rectangles to deduce related facts and find missing lengths and angles - distinguish between regular and irregular polygons based on reasoning about equal sides and angles	100', and write percentages as a fraction with denominator 100, and as a decimal fraction - solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25		100, and as a decimal fraction - solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25 **Statistics** - solve comparison, sum and difference problems using information presented in a line graph - complete, read and interpret information in tables, including timetables **Volume**
Science	**Forces**: Identifying balanced and unbalanced forces, including gravity, water resistance, friction and driving force. Investigate gravity: Which will fall fastest an apple or a piece of paper? Identifying the significant role Sir	**Forces continued**: Investigate water resistance: Which shape will take longest to sink. Investigate levers and pulleys: Fulcrum positioning.	**Separating materials continued:** Investigate whether a material is soluble or insoluble. Reversible and	**Journey of Life:** Identify the reproductive organs of a plant? Describe the different processes of reproduction in plants? Create plant life cycle.	**Journey of Life continued :** Art work based on Georgia O'Keefe Life cycle of amphibian and insect. Create out of clay.	**Space:** Describe the Sun, Earth and Moon as spherical bodies. Write report about the changes in belief over history.

	Issac Newton played in the theory of gravity. Writing a fact sheet about Sir Issac Newton. Investigate air resistance: Parachute investigation.	**Separating materials:** Compare and group materials based on their properties. Investigate materials thermal conductivity: Coffee cup investigation. Choose appropriate methods to separate materials.	irreversible changes. Practical uses of irreversible changes: Milk and vinegar/ Vinegar and baking soda.	Creative writing: persuasive letter from seed dispersal company. A-sexual reproduction in plants: African violent and geranium experiment. -	Compare and contrast between insects and amphibians. Recreate bird egg structure Create bird life cycle pin wheel. Creative writing: Bird migration diary. Create mammal life cycle fact file. Gestation period comparison graph. Create family hanging timeline to show how humans change with age. Create PowerPoint presentation about a key naturalist.	Key features of the Solar system. Create solar system on the playground Create Planets top trumps cards. Discuss the difference between the Geocentric and Heliocentric orbits. Create fact file about key scientist in space: Aristotle, Galileo or Kepler.
Computing	**iSafe** See icompute planning for more info. **iWeb** See icompute planning for more info.	**iSafe** See icompute planning for more info. **iAlgorithm** See icompute planning for more info.	**iSafe** See icompute planning for more info. **iAnimate (missed in Y4)** See icompute planning for more info.	**iSafe** See icompute planning for more info. **iCrypto** See icompute planning for more info.	**iSafe** See icompute planning for more info. **iProgram** See icompute planning for more info.	**iSafe** See icompute planning for more info. **Physical coding – BBC microbits**
History		**Saxons and Vikings:** Archaeological	**Saxons and Vikings:** Newspaper report for	**Local Study – Norman Norwich** To use prior knowledge	**Local Study – Norman Norwich** To understand that the	

		investigation into skeletons. Archaeological recount of dig and findings. (Extended writing) Compare modern Britain with Anglo-Saxon Britain. Understand and organise events through Anglo-Saxon history (timeline) Discuss and recreate Anglo-Saxon punishment. Design Anglo-Saxon settlement. Drama – understand the structure of Anglo-Saxon society. Saxon dance (link to PE)	Anglo-Saxon invasion of Britain. Learn about Anglo-Saxon gods and goddess and how Christianity came to the UK. Discuss how the Vikings took charge of the UK. Compare and contrast the Anglo-Saxons with the Vikings. Explore the features of a Viking long ship, create Viking piece of Art. Have a Viking feast.	to place events on a historical timeline. To identify Normandy on the map. To write a diary entry as a Norman soldier. To understand the events that led up to the Battle of Hastings. To understand the change in history that came from Edward the Confessor's death and how it influenced the future Kings.	past can be interpreted in many ways. Looking closely at the Bayeux Tapestry. To retell the story of events of the Battle of Hastings, using drama and other mediums. To identify and build models of the features of a Motte and Bailey castle. A study of the history of Norwich castle.	
Geography	**Mountains, linked to Scandinavia and Vikings:** To describe and understand key aspects of mountains. To locate different mountain ranges across the world. Locating the Scandinavian mountain range and exploring what life was like for a Viking. Create a diary entry. To understand why people climb mountains. To write a fact file all about Edmund Hillary.	-				**Hola Mexico:** To use maps to locate North America, identifying some of its environmental regions, key physical and human characteristics, countries and major cities. To draw comparisons between village life and the indigenous people. To use Mexican cultural colours to create a landscape

	To describe and understand key aspects of physical geography (mountains) and human geography, including land use, economic activity and distribution of natural resources.					painting.

To explore Mexican fiestas.

To appreciate music drawn from Mexican traditions. To identify key crops to Mexico.

To prepare a traditional Mexican feast. |
| Guided Reading | Poetry texts.

The Top of the world – linked to our mountains theme. | What a Viking and other non-fiction texts linked to Saxons and Vikings. | Non fiction Saxons and Vikings texts.

Look at new fiction texts about Saxons and Vikings? | Variety of texts focused upon Shakespeare, his life and his work.

St George myth to coincide with St George's Day. | Myths, short stories/ sections of texts (Michael Morpurgo).

Norman texts? Non fiction or fiction? TBC. | Fiction and non-fiction texts based upon our solar system and space travel. |
| Art | **Pointillism**:
- Explore the work of George Seurat.
- Art appreciation.
- Experiment with different equipment to create the pointillist effect.
- Explore optical mixing. Create a colour wheel.
- Recreate a small section of Seurat's work using chosen technique.
- Compare Seurat's work with modern pointillist artist Bradley Hart.
- Create a piece of work blending the two styles. | **Sketching skills, perspective drawing, observational drawing**:
- Explore the work of Paul Cezanne and Georges Rouault
- Art appreciation
- Experiment with sketching equipment exploring shade, texture and tone they can create.
- Explore how to show perspective and depth our | **Pop Art (Andy Warhol and other artists) Link to printing.**
- Explore the work of Andy Warhol.
- Art appreciation.
- | **Textiles Weaving (link to theme) – Bayeux Tapestry.**
- Explore the story behind the Bayeux Tapestry.
- Experiment with skills involved from threading the needles to stich length.
- Experiment with various fabric styles and ways of attaching fabrics together.
- Design individual | **Georgia O'Keefe**
- Explore the work of Georgia O'Keefe.
- Art appreciation.
- Experiment with different pencils and equipment.
- Re-explore perspective and proportion.
- Recreate a piece of Georgia O'Keefe's work.
- Research inspiration for own piece of work.
- Design, | **Sculpture**
- Explore the work of Giacometti.
- Art appreciation |

		- Experiment with still life drawing. - Create a still life piece in the style of Georges Rouault. - Explore portrait drawing. - Experiment with different facial features and dimensions. - Create a self-portrait in the style of Georges Rouault.	drawings. panel. - Recreate story in the style of the Bayeux Tapestry.	evaluate and improve own piece of work. - Experiment with watercolours, pastels and sketching to choose medium. - Create own piece of work in the style of Georgia O'Keefe.		
DT	Design and make a mountain model.	Cookery for Viking Feast. Creating Viking shields.	Cookery for Viking Feast. Creating Viking settlements and transport.	DT project TBC.	Cooking for Redwings TBC.	DT project TBC.
Languages	**Spanish** Buenosdias/greetings 1-1000 Days of week Revise Name,age,where you live….. Alphabet Pets/animals	**Spanish** Pets/animals Body parts My Family Christmas	- **Spanish** What time is it? In my house….. Revise colours Food what I like…	- **Spanish** - Review last half term - Songs and games	- **Spanish**	**Spanish**
PE	**Real PE** Unit 1 - Cognitive skills **Net/Wall** - Develop forehand stroke - Develop backhand stroke	**Ultimate Frisbee** (New area this year – more info to follow soon).	**Real PE** Unit 2 – Creative skills **Dance** – link to our theme 'Smashing Saxons and Vicious	**Gymnastics** - To perform symmetrical and asymmetrical balances.	**Athletics** – focusing on throwing, jumping and running. **Real PE** Unit 3 – Social skills	**Cricket** - focusing on the main skills of batting, bowling and fielding.

	- To develop the underarm serve - To use a variety of strokes to outwit an opponent		Vikings	- To develop straight, forward, and backward roll. - To use apparatus safely and appropriately. -		
RE	**Hinduism**: <mark>What is the best way for a Hindu to show commitment to God?</mark> - Introduce the theme of commitment - Conduct a class wide debate. - Introduce key Hindu symbols and objects? - Explore Puja and the significance of certain objects. - Identify key areas of a Hindu temple - Design a shrine - Explore the Hindu morning prayer 'Gayatri Mantra' - Learn about the significance of the Vedas. - Discuss the significance of the Hindu pilgrimage to the Gauges.	**Christianity**: <mark>Is the Christmas story true?</mark> - Discuss the various stories surrounding the birth of Jesus. - Discuss the difference between truth and opinion. - What do you know about Christmas? - Investigate different versions of the nativity story from the bible. - Create a story map and compare/contrast the two versions. - Discuss different types of historical data. - Discuss whether Jesus was actually born on the 25th Dec. - Visitor to explain what	**Hinduism:** <mark>How can Brahman be everywhere and in everything?</mark> - Make a family tree (of character in book) and discuss the different roles each member has. - Make a dice to discuss the different role the children have themselves. How do they behave in different situations? - What is unique about us? What traditions do you have? - Discuss the concept of essence and a soul. - Discuss the three main Hindu deities and the	**Christianity:** <mark>How significant is it for Christians to believe God intended Jesus to die?</mark> - Discuss what activities the children have control over and which they don't. - Do they children have a plan for life – create a spiral plan. - Recap the story of Easter. - What was God's plan for Jesus? - Learn the key events that occurred in Holy Week and create a diary from the perspective of a disciple. - Debate whether they believe the crucifixion was part of god's plan or a result of the events of	**Hinduism:** <mark>Do beliefs in Karma, Samsara and Moksha help Hindus lead good lives?</mark> - Read 'Slam' by Adam Slower and discuss the chain of events. Relate to their own life. - Create a cause and effect flowchart. - Design their own snakes and ladders game – in relation to the original Hindu game. - Discuss rites and ceremonies on birth, marriage and death. - Discuss the concepts of Karma, Samsura and Moksha. - Explore the story of Prince Rama. - Compare and	**Christianity:** <mark>What is the best way for a Christian to show commitment to God?</mark> - Read 'The Hiding Place' by Corrie Ten-Boom. Is telling lies ever right? - Discuss the 10 commandments and order them in which shows the most commitment to god. - Explore stories in the bible that display the 10 commandments. - Research and explore Christians who have dedicated their lives to helping

		- Christmas means to them. - Can stories be meaningful even if they aren't true?	personal gods that Hindu's pray to. - Explore stories contained in the Chadogya Upanisihad. - Discuss how Hindu's worship their gods in their home. - Create presentation.	the week. - Can we find clues to help us decide in the bible? - Children to create a research report on a key figure in history who had a strong sense of purpose.	contrast Christian and Hindu views on life and death. - Hindu visitor to discuss beliefs. - Art to discuss their view of life and death.	others. - Create a way of contributing to Christian aid week. - Explain Christians show commitment through communion. - Write a poem about commitment.
PSHE/British Values/ Citizenship	Understanding our mental health and well-being. Understanding the Sprowston values and key words: respect, responsible and ready. Caring for where we live. Rule of law and order and our rights. Motivation.	Recognising similarities and differences. Respect and tolerance. Having courage/being brave. Online relationships, drugs and alcohol. Dealing with death and grief. Managing conflicts between ourselves and others.	Best that I can be. Accepting responsibility. Understanding what puberty is and how is affects us mentally, physically and emotionally. Choosing a healthy lifestyle. The effects of tobacco and substance abuse on our bodies.	Becoming a sensible spender. The importance of confidentiality, keeping secrets and listening to each other. How to become a good listener.	Changes/SRE The power of relationships. Individual liberty. Making healthy food choices. Appropriate and inappropriate contact with others.	Changes/transition What makes you different is what makes you perfect. My place in the community. Setting yourself goals and aspirations. Basic first aid tips.
Outcome	DT day – Making models of mountains.	Archaeologist to visit school.		Trip to Norwich Castle - Normans	Trip to Catton Park.	Caythorpe.