YEAR	A LITLINANI		SPRING	SUMMER		
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History	Ancient Greece Children will learn: 1. How can we find out about the civilisation of Ancient Greece? 2. Can we thank the Ancient Greeks for anything in our lives today? 3. to construct informed responses. 4. to develop the appropriate use of historical terms. 5. to regularly address and sometimes devise historically valid questions. 6. to identify and give reasons for and results of historical events, situations and changes. 7. to describe social and cultural diversity in Britain and the wider world.		Roman Britain Children will learn: 1. When did the Romans invade and why? 2. Did the native Britons welcome or resist the Romans, and why? 3. How did the Romans influence the culture of the people already here? 4. to construct informed responses. 5. to select and organise relevant historical information. 6. to describe social and cultural diversity in Britain and the wider world. 7. to identify historically significant events in situations.	Education Children will learn: 1. What do the sources tell us about the way education has changed? 2. How much would you have enjoyed going to schools in the past? 3. Did education help everyone? 4. to continue developing a chronologically secure knowledge of history. 5. to establish clear narratives within and across periods studied. 6. to note connections, contrasts and trends over time. 7. understand how knowledge of the past can be constructed from a range of sources. 8. to describe/make links between main events, situations and changes within and across different periods/societies. 9. to describe social, cultural and religious diversity in Britain. 10. to identify historically significant people and		
Geography	Spatial Sense Children will learn:	Where does our food come from?	Volcanoes Children will learn:	North America Children will learn:	Mexico Today Children will learn:	
	 that the Tropic of Cancer and the Tropic of Capricorn are special lines of latitude. that the Tropic of Cancer is in the northern hemisphere. 	Children will learn: 1. to locate the UK as being in the Northern Hemisphere. 2. about breakfast foods that come from Britain and recognise that many other	 what a volcano is before locating some of the world's most well-known volcanoes on a world map, describing where these volcanoes are in relation to the northern and southern hemispheres, and the equator. How to use a variety of information sources to find out further facts about particular volcanoes. what causes a volcano to erupt and what happens during an eruption. 	 that USA is a country within the continent of North America, locating both on a world map. that the USA comprises 50 states and how to use compass points to 	 about Mexico and how similar or different it is to the UK. And look at a range of pictures and sources that relate to Mexico. to locate Mexico on a world map about 	

- 3. that the Tropic of Capricorn is in the southern hemisphere.
- 4. about four figure grid references.
- 5. how to read four figure grid references.
- about the range of symbols used on Ordinance Survey maps.

- common foods come from different places around the world.
- about the origins of some breakfast foods, as well as how they are traded and transported around the world.
- about some of the different climate zones around the world, particularly temperate climate zones.
- 5. about farms in Kansas, USA to explore how farmers in temperate climates grow and harvest wheat and other crops before distributing them around the world.
- to locate the tropics as being between the Tropics of Cancer and Capricorn.
- 7. about tropical climates and discover that bananas grow well in this climate.

- 4. To use labelled diagrams to interpret information.
- 5. about the impact volcanic eruptions have on the surrounding environment.
- about the three types of volcanoes (composite, shield and dome), how they are formed and why they are different.
- 7. the difference between an extinct, active and dormant volcano and will be able to explain this to others.
- 8. And to interpret new vocabulary associated with volcanoes and use this vocabulary regularly in lessons.
- 9. what the tectonic plates are and identify which plates different countries lie on.
- 10.how these plates move and how this can cause volcanoes and other natural disasters.
- 11.about the 'ring of fire' and identify why volcanoes particularly occur along fault lines.
- 12.why people live in volcanic areas and what the various benefits of this can be for people, such as fertile soil and mining opportunities, as well as some of the different species of flora and fauna that live in volcanic areas.
- 13.ways in which life in a volcanic area is similar to or different from life in a non-volcanic area by comparing Hawaii with Birmingham noticing similarities and differences in geographical features and lifestyles.
- 14.To use photos as a stimulus to gather information.
- 15.To present information and research volcanoes in detail and share with peers.
- 16.Build a model volcano and explain how each component of a volcano makes it erupt.

- identify the states and describe where they are in location to one another.
- about the six main regions that make up the USA and identify which states belong to which region.
- to identify features of each state, including state flag, motto and fun facts.
- 5. about the landscapes of the USA and the different American geographical features, such as mountains, coasts, prairies, forests and deserts, comparing these landscapes using geographical language.
- 6. about some of the largest and most famous cities in the USA, including the capital of the USA, as well as the capital city of each individual state.
- 7. To carry out their own research

- the main regions of Mexico, locating the major cities, the bordering countries, and the surrounding bodies of water.
- 4. Record what they have learnt on their own maps.
- about the difference between weather and climate and that the climate of an area depends on many factors.
- Interpret data from graphs and tables to compare and contrast different cities.
- 7. about Mexico's two main climate zones, and will compare and contrast different cities within these climate zones.
- 8. the meaning of the term physical geography.
- Research Mexican festivals, food, sports, music and dance.
- 10.Retrieve facts about Mexican culture.

8.	how bananas are	through building	11.about Mexico's
	grown before	their own enquiry	extremely varied
	being exported to	about a capital city	landscape, which
	the UK.	of an individual	includes deserts,
9.	about fair trade.	state.	jungles and
10	. that Indonesia is in	8. about the effects of	mountains.
	a tropical climate	urbanisation on	12.about the concept
	and what the term	wildlife before	of human
	'biome' means.	learning about the	geography and that
11	. about the process	national parks in	one aspect of this
	of rice production	the USA,	concerns the
	in Indonesia and	particularly	culture of a society.
	how farmers	Yellowstone and	13.about what might
	change land use.	their features.	attract tourists to
12	. And consider the	9. about blizzards,	Mexico.
	consequences of	tornadoes,	
	changing the use	hurricanes and	
	of land, including	earthquakes in the	
	deforestation as a	USA, and where	
	result.	they are most likely	
13	. to locate areas in	to occur,	
	the world that	considering the	
	have a	effects these	
	mediterranean	natural	
	climate zone and	phenomena have	
	identify the	on people and	
	features of this	landscapes.	
	biome.	10.about some of	
14	about the produce	America's most	
	that can be grown	popular tourist	
	and reared in Italy	destinations.	
	thanks to the		
	climate.		
15	. Recap lines of		
	longitude and		
	latitude and locate		
	the UK on the map.		

		 16. Investigate the crops and livestock grown and raised in the UK. 17. about the crops that are grown and livestock that are raised in the UK for food. 18. Present the information they have learnt in the unit using an infographic. 				
Science	Living In Environments	Eating & Digestion	Circuits and	Changing Sound	States of Matter	What do Scientists do?
	Children will learn: 1. about habitats and why their conditions are important for the animals living in them. 2. to organise animals into groups according to some of their characteristics. 3. to sort animals according some of their own criteria. 4. to use classification keys to identify and sort animals into groups. 5. to examine some animals and group them based on	Children will learn: 1. the similarities and differences between the diets of different organisms. 2. the vocabulary herbivore, carnivore, and omnivore. 3. about food chains, then organise a variety of organisms using food chains. 4. about different types of human teeth and their functions. 5. to sort, draw, label or describe teeth. 6. about what	Conductors Children will learn: 1. what electricity is and how we use it in our day-to-day lives. 2. about batteries and plugs. 3. how we can all stay safe when using electrical devices. 4. to spot potential hazards and discuss how they can be made safe. 5. to construct simple circuits with single or multiple components observing what they see as they do so.	Children will learn: 1. about how sounds are created. 2. the way sounds are produced by a variety of instruments or resonant objects. 3. about how sounds travel through different materials. 4. to give reasons why they think some materials will transmit sound better/worse than others, then investigate. 5. ways in which sounds change as	Children will learn: 1. what solids and liquids are. 2. to sort materials into groups based on their state. 3. to discuss the different items that may not seem to fit and look closely at how they're made up including pourable solids such as rice or sand. 4. that gases have mass. 5. the different ways that gases are used in everyday life and how their different properties make	 Children will learn: what a scientist is and does. about the three different branches of science and what each branch involves. about the process of the scientific method for conducting investigations and experiments. about the job of a forensic scientist by looking into the different things they analyse and research. about the careers of microbiologists

- 6. to study a range of sources to find out about a particular group of animals.
- 7. to identify a range of animals from different environments using classification keys.
- 8. to use Venn
 Diagrams and
 Carroll diagrams to
 sort plants
 according to some
 of their
 characteristics.
- 9. ways in which animals living in environments are affected by human behaviour and ways in which we can help protect and sustain habitats.

- during the lifetime of humans and ways in which we can ensure our teeth stay healthy.
- about the digestive system: its organs and their functions.
- use a variety of sources to learn more and answer questions.
- to draw and label diagrams to show what they have learned, or conduct a digestion experiment.

- 6. about what a complete circuit is.
- 7. the names of different components of circuits.
- 8. to experiment with, and sort materials based on if they are electrical conductors or insulators, making predictions about the materials.
- 9. about short circuits.
- 10.how electricity can flow through or not flow through, different materials (electrical conductors or insulators).
- 11.to create an electrical circuit which will be used to power a simple device.

- away from its source.
- s. about why it is sometimes necessary to prevent sounds from travelling (soundproofing) and effectiveness of a range of materials.
- 7. what pitch and volume are.
- 8. to investigate ways in which they may be altered by a variety of instruments or resonant objects
- how the pitch of notes produced by stringed instruments is altered.
- 10. to investigate further by experimenting with instruments or by making instruments.
- 11. how sounds can be made by air vibrating.

- them useful for different purposes.
- 6. about the particles in solids, liquids and gases and how they behave in these states.
- 7. what happens when solids and liquids freeze and melt.
- 8. the melting points of different materials.
- about the process of a liquid turning into a gas (evaporation).
- 10.the differences between evaporating and boiling as well as highlighting the boiling point of water.
- 11.to use the internet to find the melting points of materials such as gallium, olive oil and gold.
- 12.about condensation and what causes water to condense.
- 13.to recreate a situation where they can see water condensing,

- pharmacologists who develop new medicines.
- 6. the scientific skill of observation based around birds as a zoologist's would do.
- 7. about the role of botanists and how they have helped people from farmers to astronauts with their study and research.
- 8. about the scientific method by planning an investigation based around the studies of sports scientists and physiologists.

			including its use in a solar still to remove the salt from sea water. 14.the four simplified steps of the water cycle and how these processes play a part.
Art	Children will learn: 1. about the British artist LS Lowry and his paintings, looking for common themes, similarities and differences. 2. to discuss and analyse paintings from LS Lowry more closely by answering questions about their opinions. 3. about Lowry's 'matchstick men' in his paintings and how he created them. 4. how to use different tools to recreate Lowry's 'matchstick men'. 5. use different tools to recreate the figures and analyse and evaluate their effectiveness in their sketchbooks. 6. about the colours that Lowry used in his paintings, taking a closer look in particular at the five colours that Lowry claimed to use: red, blue, yellow, black and white. 7. how to create tints, tones and shades through careful colour mixing and matching. 8. how Lowry adds depth and perspective to his paintings through the use of small and paler objects in the backgrounds of his paintings. 9. to identify the foreground, mid-ground and background of some of Lowry's paintings and then create a landscape painting using these features to add depth.	Plant Art Children will learn: 1. about a variety of different plant-themed artworks, by different artists, created in different periods of time. 2. what botanical illustrations are, and the original reasons for which they were created, identifying the differences between these types of illustrations and other paintings of plants. 3. how they can create detailed illustrations like these, by using constant observation, attention to detail, and patience. 4. how different tones of colour can be used to create different effects in an artwork, and will use the work of Georgia O'Keeffe to explore this. 5. how to mix tints, shades and tones of a colour. 6. They will apply this knowledge to their independent work, where they are challenged to paint a flower from given photographs 7. about Oral Kiely and some examples of her artwork. 8. how to draw a tree, focusing on the branches. 9. what depth is and how it can be created in an artwork.	Children will learn: 1. about the early life of Sonia Delaunay and discuss the influence the work of other artists had on her early paintings. 2. to analyse one of Delaunay's works in more detail. 3. to recreate their own portrait in the style of Sonia Delaunay. 4. about Sonia Delaunay's experimentation with colour using a style of art known as Orphism. 5. about complementary and harmonious colours. 6. to analyse some of Delaunay's works with this knowledge. 7. how Sonia Delaunay created a sense of rhythm and movement in her artwork. 8. how Sonia Delaunay began to design clothes and how her artistic style impacted on her designs. 9. to explore a collaborative piece of art made by Sonia and a poet, Blaise Cendrars, about a train journey across Russia. 10.to create their own visual accompaniment to a Robert Louis Stevenson poem about a train journey

Design Technology	Children will learn: 1. about Alexander Gral invention of the telep 2. about the differences and the WWW. 3. about WB Wilkinson' concrete and ways the build record-breaking 4. about the invention of the subsequent inversions.	nventors ham Bell and his bhone. Is between the internet invention of reinforced that it has been used to go buildings.	in their artwork. 11. what a sculpture is an can be made out of, made from clay. 12. how to add or remove detail. 13. to use nature itself as which to create a piece. Light-L. Children will learn: 1. about the purposes of ways in which signs received: 2. how LEDs may be used circuits (along with a simple circuit can be products to make the products to make the details in the consolight box sign. 5. ways in which they consolight box sign.	re bits of clay to create s the media or tools with ce of art. Ip Signs of illuminated signs and may be illuminated. ed in simple series resistor). cal components in a partially 'hidden' inside em more attractive. ons of using different truction of a decorative an make more of it and fix inside their luminated light box	Children will learn: 1. about the nutritional sandwiches and filling 2. identify, taste, descri different breads and	rtistic style impacted on wide-ranging and d fashion designs e brought art into h Snacks content of a variety of gs. be and sort a variety of sandwich fillings. andwich recipe, selecting
		T	may be programmed			
PE	Handball Children will learn	Rounders	Dance Unit 2	Tennis Children will learn	Basketball Children will learn	Athletics Children will learn
	Children will learn: 1. to catch the ball	1. to throw and catch the ball with	Children will learn: 1. to develop dance	Children will learn: 1. to be in correct	Children will learn: 1. to demonstrate	Children will learn: 1. to challenge
	and protect it from	increasing	'freeze frames'	position to move	pressure as a	themselves to jump
	opponent.	accuracy.	based on a visual	and receive/return	defender to force	in a variety of ways
	2. to play in a	2. to hit the ball into	stimulus.	balls.	attackers to make a	for distance and
	competitive game	zones to score	2. to work in small	2. to be alert to your	mistake.	height.
	scoring goals in a scoring area.	points. 3. to work as an	groups to create freeze-frame	opposing player. 3. to identify types of	to identify as a defending team	2. to show different ways of running and
	Scoring area.	individual to keep score.	positions.	throws to different targets.	how they could improve and	moving.

- 3. to attempt to shoot using an overarm technique.
- 4. to shoot outside a defined area.
- 5. to work as part of a team to get into positions to shoot.
- 6. to defining the role of a circle runner.
- 7. to circle runner and centre working together to build an attack. Build attacking play in games.
- 8. to turn to space to get into defensive positions.
- 9. to successfully perform first-wave defence.
- 10.to describe the defensive positions you need to be in.
- 11.to introduce the 7metre throw and when it is used.
- 12.to technique for the 7-metre throw.
- 13.to play in games implementing rules for the 7-metre throw.
- 14.to use correct rules to start and restart a game.

- to anticipate how many zones the batter can run to.
- to run at speed to avoid being stumped out.
- 6. to choose position when fielding to try and stop a ball.
- 7. to intercept balls to stop runs in game situations.
- 8. to attempt to under arm bowl to batters.
- 9. to use underarm bowl technique in a game situation.
- 10. to describe the rules of and surrounding underarm bowling.
- 11. to show the standing position of a backstop.
- 12. to make quick decisions about where to throw to backstop.
- 13. to play in backstop role in a small game situation.
- 14. to identify and describe successful play.
- **15.** to play in a game using rounders scoring system.

- 3. to develop freeze frame positions to include transitions.
- to demonstrate how to link positions in a variety of ways.
- to practise and perform a slide and roll.
- 6. to learn and replicate a set phrase.
- 7. to develop a short dance using unison and formations.
- 8. to describe different formations.
- 9. to perform in cannon routines and cannon lines
- 10.to improve and extend mission set phrase
- 11.to sequence movements in a logical order.
- 12.to work collaboratively in small groups to refine movements.
- 13.to evaluate my work.
- 14.to create a 5 action routine following the theme.

- to explore techniques used in a forehand shot.
- to play in small games against opposition using forehand shots to score points.
- to introduce backhand shots.
- 7. to attempt to selffeed for backhand shots.
- 8. to identify the differences between forehand and backhand shots.
- 9. to demonstrate ready position to return a serve.
- 10. to move towards and return a moving ball.
- 11. to return balls to different places on the court.
- 12. to use tennis skills to play in a doubles game.
- 13. to work together to score points.
- 14. to work together to stop the opposition scoring points.
- 15. to play in a game keeping score.

- attempt to implement changes.
- 3. to use the double dribbling rule in isolation.
- to dribble with increasing confidence with the dominant hand.
- 5. to use crossover dribble in isolation and attempt in game.
- 6. to identify a player to mark from a jump ball.
- 7. to explore man to man marking against the ball handler.
- to position yourself in the best way to mark your player and observe the ball.
- 9. to use the bounce pass for accuracy and speed.
- 10.to beat the defender using the bounce pass.
- 11.to use bounce pass appropriately in a game.
- 12.to use jump shot in isolation and

- to compare different throws with different equipment.
- 4. to assess what fast running feels like.
- to practise and perform running at speed.
- to compete over short distances against self and others.
- 7. to use running to increase the distance of jumps.
- 8. to judge speed to take off from a specified point.
- 9. to demonstrate control upon take-off.
- 10.to introduce sling technique for discuss throws.
- 11.to practise the wind-up technique.
- 12.to practise with different equipment.
- 13.to perform running on a curve.
- 14.to perform a baton exchange.
- 15.to analyse as a team how to improve a baton exchange.

- 15.to rotate to play in a variety of positions
- 16.to keep the 3-metre distance rule.

Swimming

- 1. to swim 5 metres using any stroke unaided.
- 2. to sink underwater and push from the side submerged.
- 3. to swim for as long as possible without a float.
- to perform a tuck float for an increasing length of time.
- 5. to pick up an object off the bottom of the pool.
- to perform three floats and link without putting feet on the bottom.
- 7. to swim 10 metres on the front with one swimming aid.
- 8. to use breaststroke legs to swim 10 metres.
- 9. to attempt to swim 25 metres unaided.

16. to describe how to score a full rounder and how to score a half rounder.

Gymnastics Unit 1Children will learn:

- to link balance and travel with given
- 2. to perform a weighted bunny hop with control and balance.

actions.

- 3. to show control and tension.
- 4. to experiment with one-footed balances.
- 5. to introduce roll over the shoulder to knees.
- to combine start, weighted bunny hop, three travelling steps, arabesque, roll over the should to knees.
- to identify muscle groups to support front and side support.
- 8. to take part in a series of mini Tabata.
- 9. to work with a partner to practise

15.to practise and perform a routine which includes an 'entering' position.

KS2 Fitness Unit 1

- 1. to keep moving during the 20 second window.
- 2. to raise heart rate.
- 3. to undertake coordination activity.
- to work consistently across each activity.
- 5. to identify challenges within the workout.
- to show determination to keep moving even when tired.
- 7. to describe the principles of an AMPRAP workout.
- 8. to develop strength by performing a range of exercises.
- 9. to score rounds and reps accurately.
- 10.to replicate the warm-up showing control accurately.
- 11.to keep track of where they are in an exercise.

- 16. to describe how to score in a variety of different scenarios in tennis.
- 17. to play competitively and cooperatively with others and against others.

Cricket

- to begin to direct shots with some accuracy
- 2. to use the basic batting stance.
- 3. to implement skills form year 3.
- 4. to anticipate when to run to score singles.
- 5. to work with a partner to score runs.
- to run at speed to avoid being run out.
- 7. to intercept a moving ball over varying distances.
- 8. to intercept balls to stop runs in game situations.
- to work with the team to return balls in the field.
- to bowl overarm from a stationary

- attempt jump shot in an opposed situation.
- 13.to assess when and attempt to use jump shot in a game.
- 14.to learn what a travel violation is and use the terminology in game.

Volleyball

- 15.to perform in a game using 'three contacts' principle.
- 16.to rotate serve with a partner.
- 17.to use simple rules in a game situation.
- 18.to use ready position and move smoothly.
- 19.to show awareness of position on court and anticipate where the ball may be played.
- 20.to track flight of the ball and catch consistently.
- 21.to catch the ball from different heights in different ways
- 22.to recognise strategy in game; e.g sending the ball

16.to work as a team to develop to score points on different athletic stations.

OAA

- 17.to suggest ways to solve a problem.
- 18.to support others to participate in the task.
- 19.to recognise compass points.
- 20.to operate as part of a team to solve a problem.
- 21.to listen and be directed by others.
- 22.to explain what a compass is.
- 23.to describe how a compass can be used.
- 24.to use compass points to compete the task successfully.
- 25.to perform under time pressures.
- 26.to refine answers from clues.
- 27.to work independently from the teacher.
- 28.to use a map to follow a course.
- 29.to work cooperatively with a partner.

		and refine	12.to identify what	position at a	high gives players	30.to evaluate their
		transition between	you found most	target.	more time to react.	success.
		movements with	difficult and why.	11. to attempt to bowl	23.to use the serve	31.to recognise
		control.	13.to work under time	overarm in a game	rules consistently	common map
		10. to practise front	pressure.	12. to bowl from both	in game.	symbols.
		support, press up,	14.to demonstrate	ends of the wicket.	24.to develop hand-	32.to remember and
		to side support and	determination to	13. to use the pull	eye coordination	recall map symbols.
		pike using	work quickly.	shot in isolation.	through a variety	33.to determine when
		increased control	15.to explain why	14. to attempt a pull	of challenges.	they need help and
		of core muscle	relaxing is	shot in a game	25.to work	use prompt cards.
		groups.	important for our	situation.	cooperatively to	
		11. to develop	health.	15. to decide where to	increase skill	
		balances for taking	16.to challenge	field against	difficulty.	
		weight on	themselves to	someone who can	26.to attempt a full	
		shoulders.	match or improve	hit a pull shot.	underarm serve.	
		12. to progress	their score.	16. to use overarm	27.to record results	
		shoulder balance	17.to calculate the	bowling in a game	accurately at the	
		to shoulder stand.	difference in their	situation with	end of each game.	
		13. to recap cartwheel.	score to the	some consistency.	28.to play in a	
		14. to combine all	previous session.	17. to effectively stop	sportsmanlike way	
		elements to	18.to discuss what is	a bouncing ground	and accept when	
		compose one	happening to their	ball.	points are lost.	
		sequence showing	bodies when they	18. to identify and		
		smooth transitions.	exercise.	describe successful		
				play.		
Computing	Multimedia Fact File	What is Computer	Creating and	Scratch Programming -	On the Move wi	th Programming
	Children will learn:	Technology?	Interrogating Simple	From Algorithm to	Children will learn:	
	1. to create a	Children will learn:	Databases	Code	1. to use Scratch 3 to intr	roduce movement blocks
	researched based	1. what a computer is	Children will learn:	Children will learn:	to animate sprites and change background	
	fact file based upon	made up of.	1. to discuss how	1. to use Scratch to	2. to use conditional stat	·
	a topic being	2. how the	information is	use various inputs	reinforcing sequence,	repetition, and selection
	studied.	components all work	collected and	and outputs to	in programming.	
	2. to plan and create	together to provide	organised for use in	make a sprite move,		
	fact files pages that	access to the	a database.	change size or play		
	are hyperlinked	technology we use	2. to design a	sounds.		
	from the home	today.	database,	2. to use 'broadcast' as		
	page.		considering	a conditional input.		

	3. to include a range of multimedia — images, sounds and video.		audience and purpose. 3. to interrogate data contained within a database using the sort and search functions.			
Music	Mamma Mia Children	Glockenspiel 2	Stop!	Lean On Me Children	Blackbird	Reflect, Rewind and
	will learn:	Children will learn:	Children will learn:	will learn:	Children will learn:	Replay
	a song from memory and who sang or wrote it.	a song from memory and who sang or wrote it.	a song from memory and who sang or wrote it.	a song from memory and who sang or wrote it.	a song from memory and who sang or wrote it.	Children will learn: 1. how pulse, rhythm and pitch work
	2. the style of the	2. the style of the	2. the style of the	2. the style of the	2. the style of the	together.
	song.	song.	song.	song.	song.	2. about the meaning
	3. to talk about some of the style indicators of the	3. to talk about any musical dimensions featured in the	3. to name some of the instruments used in the songs.	3. that a solo singer makes a thinner 'texture' than a	3. to talk about the music and how it makes them feel,	of the lyrics of the song and what it is about.
	songs (musical characteristics that give the songs their style).	songs and where they are used (texture, dynamics, tempo, rhythm and	4. to listen carefully and respectfully to other people's thoughts about the	large group. 4. to sing in unison and in simple twoparts.	using musical language to describe the music. 4. to rejoin the song if	3. to know why they must warm up their voice.4. to sing with
	4. to talk about the lyrics: what the song is about.	pitch). 4. to identify the main sections of the song	music. 5. to try to use musical words	5. to demonstrate a good singing posture.	lost. 5. to listen to the group when	awareness of being in tune. 5. about other
	5. to confidently identify and move	(intro, verse, chorus etc.).	when talking about the songs.	6. to follow a leader when singing.	singing. 6. to listen to and	instruments they might play or be
	to the pulse. 6. what pulse is. 7. how to find and	5. to talk about the musical dimensions working together in	6. what pitch is – high and low sounds that create	7. to enjoy exploring solo singing. 8. to rehearse and	follow musical instructions from a leader.	played in a band or orchestra or by their friends.
	keep the internal pulse – the heartbeat of the	the Unit songs eg if the song gets louder in the chorus	melodies. 7. that singing as part of an ensemble or	perform their part within the context of the Unit song.	7. that you can use some of the riffs and licks they have	6. to experience leading the playing by making sure
	music. 8. that singing in a group can be called a choir.	(dynamics).6. what rhythm is –the long and shortpatterns over the	large group is fun, but that they must listen to each other.	9. that if they are improvising using the notes they are given, they cannot	heard in their improvisations. 8. to plan and create a section of music	everyone plays in the playing section of the song. 7. that a performance
	9. that a person who the choir or group	pulse.	8. to play any one, or all four,	make a mistake.	that can be performed within	is planned and

 follow is the leader of the	7.	the difference between pulse and		differentiated parts on a tuned	10.different ways of recording		the context of the Unit song.		different for each occasion.
conductor.		rhythm.		instrument – a one-	compositions	9.	Ü	8.	that a performance
10. about the	8.	musical leadership		note, simple or	(letters names,		the composition		involves
instruments used		by creating musical		medium part or the	symbols, audio,		was created.		communicating
in class (a		ideas for the group		melody of the song	etc).	10	that a performance		ideas, thoughts and
glockenspiel,		to copy and		from memory or	11.to record the		can be for a special		feelings about the
recorder or		respond to.		using notation.	composition in any		occasion and		song/music.
xylophone).	9.	that songs can	9.	that using one or	way appropriate		involve an audience	9.	to talk about the
11. to treat		make them feel		two notes	that recognises the		including people		best place to be
instruments with		different things eg		confidently is	connection		they do not know.		when performing
care and respect.		happy, energetic or		better than using	between sound and	11			and how to stand
12. that improvisation		sad.		five.	symbol (eg		musically the		or sit.
Is making up your	10	. that when someone	10	to listen to and	graphic/pictorial		success of, and		
own tunes on the		improvises, they		reflect upon the	notation).		improvements for,		
spot.		make up their own		developing	12.to sing, rap or play		their performance.		
13. that a		tune that belongs		composition and	with clarity and				
composition is		to them that has not been heard or		make musical	confidence. 13.to record a				
music that is created by		written down		decisions about	performance and				
someone and		before.		pulse, rhythm, pitch, dynamics and	say how they were				
kept in some way	11	. that a performance		tempo.	feeling, what they				
so that it can be	11	can be to one	11	that you need to	were pleased with				
played or		person or to each		know and have	and what they				
performed again		other and does not		planned everything	would change and				
to an audience.		need to be to a		that will be	why.				
14. to help create at		huge audience.		performed.					
least one simple	12	. to communicate							
melody using one,		the meaning of the							
three or all five		words and clearly							
different notes.		articulate them.							
15. that performing is									
sharing music									
with an audience.									
16. to choose what to									
perform and									
create a									

programme.

Spanish	Presenting Myself	Spanish Phonetics 1	Seasons	Ice-creams	Vegetables	At the Café
	Children will learn:	and 2	Children will learn:	Children will learn:	Children will learn:	Children will learn:
	1. how to present	Children will learn:	1. to say the four	1. to name and	1. 10 Spanish	1. the nouns and
	themselves	1. the key phonic	seasons.	recognise up to 10	vegetable nouns	article for a variety
	accurately in	sounds/phonemes	2. to describe each	different flavours	in their plural	of foods and drinks.
	Spanish.	(CH, J, Ñ, LL, RR and	season's key	for ice creams.	form using the	2. to order a selection
	2. to be able to say	CA, CE, CI, CO, CU)	features.	2. to ask for an ice	feminine plural	of foods and drinks
	who they are,	essential for their	3. to say which season is their	cream using	definite article "las" and the	from a Spanish
	how old they are, where they live	Spanish studies.	favourite and	'quisiera'. 3. to say what	masculine plural	menu. 3. to order breakfast
	and where they		why.	flavour they	definite article	items, order typical
	are from.		wiiy.	would like.	"los".	Spanish snacks, and
	3. to ask someone			4. to say whether	2. the language "un	ask for the bill in
	else the same			they would like	kilo de" (one	Spanish.
	questions.			their ice cream in	kilo of) and	
	4. to engage in			a cone or small	"medio kilo de"	
	authentic Spanish			pot/tub.	(half a kilo of)	
	conversation				and "Quisiera" (I	
	through role-play.				would like) to	
					express the	
					quantity of different	
					vegetables.	
					3. some extra	
					phrases and	
					transactional	
					language about	
					buying and selling	
					vegetables in a	
					Spanish market.	
					1.	