

KS2 (Lower School) Annual Curriculum Planner (Cycle One)

	Topic	English	Books	Maths	Science	Humanities	Computing
1	Ancient Greece	Myths and Legends	Theseus and Minotaur, Hercules,	Number (+, -, x, /) Measurement	Animals including humans	Greek life, culture and traditions Ancient maps and transportation	Digital Literacy
2	Space	Playscripts/Plays	Bob the Man on the Moon, Alien Tea on Planet Zum Zee	Number (fractions) Ratio and Proportion	Earth and Space	First space journeys, solar system, moon landing	Information Technology
3	Beside the Sea	Poetry	Sand Horse Sharing a Shell Sally and the Limpet.	Number (number and place value) Statistics (graphs, data)	Rocks	Geographical skills (using maps and compasses), physical geography	Computer Science
4	Traditional Stories	Fairy Stories	Little Red Riding Hood, 3 Little Pigs	Number (+, -, x, /) Money	Forces and Magnets	Place knowledge – similarities and differences	Digital Literacy
5	Rainforests	Non-Fiction Texts	Monkey Puzzle The Great Kapok Tree Jungle Book by	Number (fractions) Geometry (position and direction)	Plants	Locational Knowledge, Human and Physical Knowledge	Information Technology
6	China	Books from Other Cultures	Rabbit's Gift, The Emperor and the Kite	Number (number and place value) Geometry (properties of shapes)	Sound	The Earliest Civilisations – The Shang Dynasty	Computer Science

	PSHSRE
AUTUMN 1	Relationships
AUTUMN 2	Living in the wider world
SPRING 1	Relationships
SPRING 2	Health and well being
SUMMER 1	Living in the wider world
SUMMER 2	Relationships

KS2 (Lower School) Annual Curriculum Planner (Cycle Two)

	Topic	English	Books	Maths	Science	Humanities	Computing
1	Romans	Myths and Legends	Asterix and Obelix	Number (+, -, x, /) Measurement	Properties and Changes of Materials	Roman life and achievements, culture and traditions Ancient Maps	Digital Literacy
2	Toys	Fantasy Stories	Toy Story, Velveteen Rabbit, Old Bear	Number (fractions) Ratio and Proportion	Electricity	Changes and developments through history.	Information Technology
3	Medieval Life and Castles	Playscripts/Plays	Rapunzel, Robin Hood	Number (number and place value) Statistics (graphs, data)	Plants	William the Conqueror Life, culture and tradition	Computer Science
4	Minibeasts	Non-fiction texts	Hungry Caterpillar, First Facts Bugs, RSPB First book of minibeasts, We're going on a bear hunt let's discover bugs.	Number (+, -, x, /) Money	Animals including Humans	Physical geography, eco-systems.	Digital Literacy
5	Water	Poetry	Whale Song, Snail and the Whale	Number (fractions) Geometry (position and direction)	Light	Physical geography	Information Technology
6	Life Down Under	Books from other cultures	Rainbow Bird, Bangu the Flying Fox	Number (number and place value) Geometry (properties of shapes)	Living Things and their Habitats	Geographical Skills, using maps and compasses Locational knowledge	Computer Science

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KS2 (Lower School) Annual Curriculum Planner (Cycle Three)

	Topic	English	Books	Maths	Science	Humanities	Computing
1	Ancient Egypt	Myths and Legends	The Well of Truth	Number (+, -, x, /) Measurement	Plants	Egyptian life, culture and traditions. Maps comparing similarities and differences.	Digital Literacy
2	Around the world	Books from other cultures	Baba Yaga (a Russian folk tale)	Number (fractions) Ratio and Proportion	Animals including Humans	The world, locational knowledge, similarities and differences	Information Technology
3	Pirates	Playscripts/Plays	The Pirate Next Door	Number (number and place value) Statistics (graphs, data)	State of Matter	Geographical Skills, using maps and compasses History of pirates, dress, culture and tradition	Computer Science
4	Monsters	Poetry	Gruffalo, Where the Wild Things Are	Number (+, -, x, /) Money	Living Things and Their Habitats	Place knowledge – similarities and differences Human and physical geography	Digital Literacy
5	Project Britain	Non-Fiction Texts	Winnie the Pooh, Whoever you are	Number (fractions) Geometry (position and direction)	Evolution and Inheritance	United Kingdom, locational knowledge Local history study	Information Technology
6	Vikings	Fantasy Stories	Noggin the King, Dragon Stew	Number (number and place value) Geometry (properties of shapes)	Properties and Changes of Materials	Viking life, culture and traditions. Maps comparing similarities and differences.	Computer Science

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SUMMER 2	Relationships