



LKS2 Curriculum Coverage Map 2020-2021



	Autumn 1 'What makes my world go around?' <ul style="list-style-type: none">WorldCountriesOcean	Autumn 2 'Where did they all go?' <ul style="list-style-type: none">Extinct animalsEndangered AnimalsRare animalsSaxons/Vikings	Spring 1 'Did we make this happen?' <ul style="list-style-type: none">VolcanoesMountainsNatural disastersWeather	Spring 2 'Is there anybody out there?' <ul style="list-style-type: none">SpaceHear in space?Time travel themeBack in time? - History(Teach this separate to Enquiry)	Summer 1 'Is it better than sliced bread?' <ul style="list-style-type: none">ExperimentsMaking things	Summer 2 'Who are they and what did they do?' <ul style="list-style-type: none">Famous peopleArt skills
English (Genre) *text types and books to be put in when topics chosen	Fiction Fiction Non-fiction	Poetry Non-fiction Fiction	Non-fiction Non-fiction Fiction	Fiction Fiction Non-fiction	Poetry Fiction Non-fiction	Non-fiction Fiction Non-fiction
Year Three Vocabulary, Grammar and punctuation	- Identifying clauses and subordinate clauses - Conjunctions, including when, if, because, although - using conjunctions, adverbs and prepositions to express time and cause - indicating possession by using the possessive apostrophe with plural	- fronted adverbials - commas for fronted adverbials (and recap in a list) - Expanded noun phrases - similes and description - using and punctuating direct speech	- Identifying clauses and subordinate clauses - Conjunctions, including when, if, because, although - using conjunctions, adverbs and prepositions to express time and cause - indicating possession by using the possessive	- using and punctuating direct speech - inverted commas (or 'speech marks') - Identifying clauses and subordinate clauses - Conjunctions, including when, if, because, although	- Prefixes and suffixes - Expanded noun phrases - similes and description - fronted adverbials - commas for fronted adverbials (and recap in a list)	RECAP

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	nouns - Nouns or pronouns for clarity and to avoid repetition	- inverted commas (or 'speech marks')	apostrophe with plural nouns - Nouns or pronouns for clarity and to avoid repetition			
Year Four Vocabulary, Grammar and punctuation	- fronted adverbials - using a comma after a fronted adverbial - expanded noun phrases - simple and compound sentences	- expanded noun phrases - commas in a list - paragraphs, including using subheading to clearly separate a paragraph	- speech punctuation - possessive apostrophes - conjunctions (Fanboys)	- using pronouns for cohesion - sentence types - paragraphs - fronted adverbials	- complex sentences - Conjunctions (ISAVVAVABUB) - commas to clarify meaning - determiners	RECAP
Year Three Whole Class Reading books	The boy who grew dragons	Nothing to see here hotel	Charlotte's Web	Boat	Iron Man	My Headteacher is a Vampire Rat
Year Four Whole Class Reading Books	Train to impossible places	Varjak Paw	Secret of Nightingale Wood	Who let the Gods out	Edward Tulane	Secret Garden
Year Three Maths (Follow Hamilton Coverage)	Follow Hamilton					
	<u>Place Value</u> - Place 2 digit and 3 digit numbers on lines <u>Addition and Subtraction</u> - Number facts and inverse operations - Using number facts to add and subtract - Estimate and	<u>Place Value</u> - Understand PV in 3-digit numbers - Place value in money to add and subtract <u>Addition and Subtraction</u> - Add/subtract using efficient mental strategies	<u>Introduce 4x table</u> <u>Place Value</u> - Partition 3 digits numbers and place on a line - Understand x100 and ÷100 as inverses <u>Addition and Subtraction</u> - Mental addition of 2	<u>Introduce 8x table</u> <u>Place Value and money</u> - Understand place value in money (x10 and ÷10) - Represent 3 digit numbers in different ways - Place value in money to add and subtract amounts.	<u>Introduce 6x table</u> <u>Place Value</u> - PV in 4-digit maths <u>Addition and Subtraction</u> - Mentally add/subtract - Revise expanded addition - Column addition and subtraction 3 digit - 3	<u>Introduce 9x table</u> <u>Place Value</u> - PV in 4-digit maths <u>Addition and Subtraction</u> - Add/subtract multiples of 10 - near multiples - Column addition and subtraction 3 digit - 3 digit - carrying



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	<p>checking with inverse <u>Multiplication and Division</u></p> <ul style="list-style-type: none"> - Revision of 2x, 5x and 10x tables including x and ÷ - Multiplication/division facts 2,5,10, 3 (Quick recall) <u>Measures and Data</u> - Measure length (m/cm) and convert - Measure weights (kg/g) - Measure capacities(ml/l) 	<ul style="list-style-type: none"> - Partitioning to add <u>Multiplication and Division</u> - Division using facts and remainders - Double numbers <51 - Halve even nos <101 - Multiplication/division facts 2,5,10, 3 and (Quick recall) <u>Shape</u> - Line symmetry name/ sort 2-D shapes - Identify, describe and sort 3-D shapes 	<p>digit numbers</p> <ul style="list-style-type: none"> - Expanded addition of 3 digit numbers - 1 digit - Expanded addition of 3 digit numbers - 2 digit <u>Fractions</u> - Concept of a fraction - halving - Finding $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$, $\frac{1}{3}$, $\frac{2}{3}$ of amounts - Develop the concept of fractions <u>Time and Data</u> - Tell time to 5 minutes, roman numerals - Time events and units of time - Pictograms 	<p><u>Addition and Subtraction</u></p> <ul style="list-style-type: none"> - Counting up subtraction >100 - Column addition and subtraction 3 digit - 3 digit no carrying <u>Fractions</u> - Finding $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$, $\frac{1}{3}$, $\frac{2}{3}$ of amounts - Develop the concept of fractions - Find unit/ non-unit fractions (improper) <u>Time</u> - Tell the time to the nearest minute - Calculate/compare time intervals 	<p>digit - carrying <u>Multiplication and Division</u></p> <ul style="list-style-type: none"> - Counting in equal steps - sequences - Revise x and ÷ facts - Partition to double, half and multiply <u>Shape</u> - Right angles as turns - Angles in 2D shapes - Horizontal/Vertical lines 	<p><u>Multiplication and Division</u></p> <ul style="list-style-type: none"> - Scaling problems - Divide numbers just beyond times tables - Gain fluency using x and ÷ <u>Measures and Data</u> - Measure perimeters - Bar Charts <u>Fractions</u> - Fractions of amounts - Fractions as operators and numbers - Add/Subtract same denominator fractions.
<p>Year Four</p> <p>Maths</p> <p>(Follow Hamilton Coverage)</p>	<p>Practise quick recall of times tables (2,3,4,5,6,8,9,10)</p> <p><u>Place Value</u></p> <ul style="list-style-type: none"> - Place 3 and 4 digit numbers on a line - Place value of 4 digit numbers <u>Addition and Subtraction</u> - Partitioning and column addition - Mental + and - - Frog method (jumping up) for subtraction <u>Multiplication and Division</u> - Double and halve 2 and 3 digit numbers - x and ÷ number 	<p>Recall repeat + x11</p> <p><u>Place Value</u></p> <ul style="list-style-type: none"> - Place Value of 3 and 4 - Add/Subtract powers of 10 >1000 - Use place value in calculations. <u>Addition and Subtraction</u> - Mentally add and subtract near multiples - Written subtraction <u>Multiplication and Division</u> - Division using chunking - Grid multiplication using table facts - Larger divisions with remainders <u>Measures and Data</u> 	<p>Recall repeat + x7</p> <p><u>Decimals and Fractions</u></p> <ul style="list-style-type: none"> - Unit and non-unit (improper) fractions of amounts - Equivalent fractions - simplest form <u>Multiplication and Division</u> - Times tables facts - Times tables revision: factors and multiples <u>Shape</u> - Draw circles - Study Polygons eg triangles - Coordinates - draw polygons 	<p>Recall repeat + x11</p> <p><u>Decimals and Fractions</u></p> <ul style="list-style-type: none"> - Introduce to one place decimals - Consolidate one place decimal numbers - Rehearse equivalence: fractions/decimals - Decimals x and ÷ by 10/100 +/- 0.1 <u>Multiplication and Division</u> - Multiply multiples of 10 or 100 - Grid multiplication - vertical layout - Division - chunking with remainders <u>Shape</u> - Line of symmetry - 	<p>Practise quick recall of all times tables</p> <p><u>Place Value</u></p> <ul style="list-style-type: none"> - Place and round 4-digit numbers on lines - Count in 25s/100s <u>Addition and Subtraction</u> - Column addition (inc. money) - Expanded and compact column subtraction - Column subtraction 3 and 4 digit numbers. <u>Measures and Data</u> - Measure in m, cm, mm and convert units - Use standard units in all measure - Bar Charts 	<p>Practise quick recall of all times tables</p> <p><u>Place Value</u></p> <ul style="list-style-type: none"> - Negative numbers in temperature - Roman Numerals <u>Addition and Subtraction</u> - Appropriate strategies to add or subtract - Column add/subt with 3 and 4 digit numbers - Choose suitable methods for add/subt <u>Measures and Data</u> - Find the area of rectangular shapes - Perimeters of rectangular shapes <u>Decimals and fractions</u>



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	facts - Grid multiplication using table facts <u>Measures and Data</u> - Record date and interpret - Units of time - Time to nearest minute am/pm	- Draw Line Graphs - Calculate time intervals - 24 hour clock		identify and construct - Angle types - properties of polygons	<u>Decimals and Fractions</u> - Introduce 1 and 2 place decimals - Decimal/fraction equivalents 10/100th - Compare and order 2 place decimals <u>Multiplication and Division</u> - Factors, multiples and mental multiplication	- Add/subt 0.1s and 0.01s - Measures problems - Equivalent fractions and fraction problems <u>Multiplication and Division</u> - Scaling and correspondence problems - Efficient chunking with remainders
Year Three Science	<u>Animals Inc Humans</u> - Nutrition - Muscles and Skeletons	<u>Plants</u> - Features and functions - Growth - Life Cycle of flowering plants	<u>Rocks</u> - Compare and group different types of rocks - Fossils - Soils made from rocks	<u>Forces and Magnets</u> - How things move - Attract and repel - Forces from a distance (magnetic) - Magnet Poles	<u>Light</u> - Light to see - Reflection - Sunlight dangers - Shadows	<u>Computing and Programming</u>
	Working scientifically linked to each term					
Year Four Science	<u>Animals including humans</u> - Digestive system - Types of teeth - Food chains	<u>Living things and their habitats</u> - Grouping living things - Classification - Environments posing dangers	<u>States of matter</u> - compare and group materials - solids, liquids and gases - Changes of state through heat etc - evaporation and condensation (water cycle)	<u>Sound</u> - How sound is made - Vibrations - Patterns in pitch and volume - Distance impacting sound.	<u>Electricity</u> - Electric appliances - Constructing electrical circuits - Switches and loops - Conductors and Insulators	<u>Computing and Programming</u>
	Working scientifically linked to each term					
Year Three Geography and History	<u>Geography</u> Counties and cities of the UK - map work - name and locate counties and cities of the United Kingdom	<u>History</u> Stone Age - changes in Britain from the Stone Age to the Iron Age	<u>Geography</u> Volcanoes, earthquakes and natural disasters - describe and understand key aspects of: - physical geography,	<u>History</u> Ancient Greece - Ancient Greece - a study of Greek life and achievements and their influence on the	<u>Geography</u> Comparison of physical features - UK to Europe - understand geographical similarities and differences through	<u>History</u> A study or aspect or theme in British history that extends pupil's chronological knowledge beyond 1066 (to fit children's interests)



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	geographical regions including capital cities of UK and surrounding seas - identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns - understand how some of these aspects have changed over time Include <u>Geographical skills and fieldwork</u>		including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes , and the water cycle	western world	the study of human and physical geography	
Year Four Geography and History	<u>Geography</u> Locate the world's countries - focus on Europe - locate the world's countries, using maps to focus on Europe (including the location of Russia) - environmental regions, key physical and human characteristics, countries, and major cities - name and locate the world's seven continents and five oceans Include <u>Geographical skills and fieldwork</u>	<u>History</u> Vikings - the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor	<u>Geography</u> Rivers, mountains and water cycle - describe and understand key aspects of: - physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle	<u>History</u> Anglo Saxons - Britain's settlement by Anglo-Saxons and Scots	<u>Geography</u> Comparison of human features - UK to Europe - understand geographical similarities and differences through the study of human and physical geography	<u>History</u> A study or aspect or theme in British history that extends pupil's chronological knowledge beyond 1066 (to fit children's interests)
Year Three	Develop their techniques, including	<u>Cooking</u> Understand and apply	Investigate and analyse a range of existing	Select from and use a wider range of tools and	Select from and use a wider range of	Apply their understanding of



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Art, Design and Technology.	<p>their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Self portraits - mixed media - split face</p>	<p>the principles of a healthy and varied diet</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</p> <p>Christmas - Anglo saxon themed cookery</p>	<p>products</p> <p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <p>Create your own fossil</p>	<p>equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</p> <p>Create mini space suit</p>	<p>materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p>apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p> <p>Create their own inventions</p>	<p>computing to program, monitor and control their products.</p> <p><i>(Computing link)</i></p> <p>Understand how key events and individuals in design and technology have helped shape the world</p> <p>Famous artists in more detail</p>
	<p>Across the year -</p> <p>To create sketch books to record their observations and use them to review and revisit ideas - Enquiry Books</p> <p>Learn about great artists, architects and designers in history</p>					
Year Four Art, design and technology.	<p>To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</p> <p>(Self portraits - mixed media -</p>	<p>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>(Cross-diagram of plants - sketching</p>	<p><u>Cooking</u></p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p> <p>(Science link)</p>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>Evaluate their ideas and products against their own design criteria and</p>	<p>Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</p> <p>understand and use mechanical systems in their products [for example, gears, pulleys,</p>	<p>Apply their understanding of computing to program, monitor and control their products.</p> <p><i>(Computing link)</i></p> <p>(Stop motion animation, famous</p>

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	zoom in on features) <ul style="list-style-type: none"> • Self-portrait 	animals)		consider the views of others to improve their work (Space art (Peter Thorpe/planet surfaces) leading to creating a mars rover/moon buggy?)	cams, levers and linkages] <i>Link to Science</i> (Create own invention - dragons den)	artists)
	Across the year - To create sketch books to record their observations and use them to review and revisit ideas - Enquiry Books Learn about great artists, architects and designers in history					
PE - See SW Curriculum Overview						
MFL - See MP Curriculum Overview						
RE - See RE Curriculum Overview						
Music - Taught across the year during theme days						