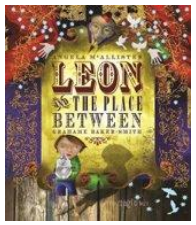
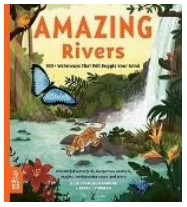
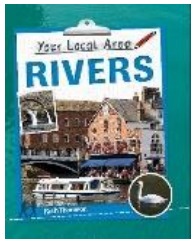
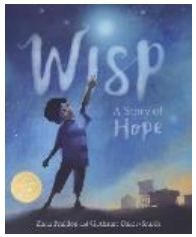
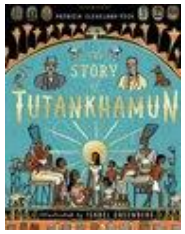
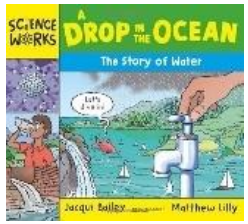
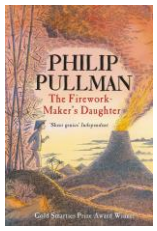
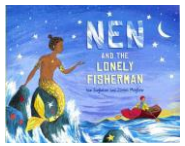
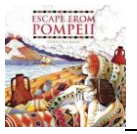
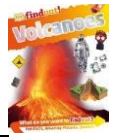
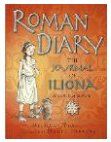
Witton Church Walk
LKS2 Curriculum Overview

Details

LKS2	Autumn A Where my wellies take me	Spring A A Day in the life of	Summer A Voyage of discovery	Autumn B Growing up global	Spring B Seeds of change	Summer B I wonder…science
English- texts for writing	   Please see LTP for details	 	  	  	 	  

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	Geography & History to be taught explicitly but to compliment each other where possible. Fieldwork to be taught ***every term.***					
	H = 6 G = 6	H = 8 G = 4	H = 6 G = 6	H = 8 G = 4	H = 6 G = 6	H = 2 G = 10
History and Geography	(6 Lessons) NC: To include: Stone Age to Iron Age, Romans, Anglo-Saxons, Vikings. ***Chronology – Changes in Britian New to Old Stone Age*** (6 Lessons) **Human and Physical Geography** NC: Describe and understand key aspects of physical geography, including; climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle. **Locational Knowledge** NC objective: Describe and understand key aspects of	(8 Lessons) NC: To include: Stone Age to Iron Age, Romans, Anglo-Saxons, Vikings. ***Chronology – Changes in Britian Bronze Age to Iron Age*** (4 Lessons) **Locational Knowledge** NC objective: Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (mountains).	(6 Lessons) NC objective: A local study liked to one of the periods of time studied under chronology; or A local study that could extend beyond 1066. ***The Roman Empire and its impact on Britain*** (6 Lessons) **Locational Knowledge** NC objective: Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time.	(8 Lessons) NC objective: The achievements of the earliest civilisation -An overview of where and when the first civilizations appeared and a depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty of Ancient China. ***4 Ancient civilizations with final focus on Egyptians*** (4 Lessons) **Locational Knowledge** NC objective: Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn.	(6 Lessons) NC objective: A study of Greek life and achievements and their influence on the western world. ***Ancient Greeks*** ***Chronology (Stone age to 1066)*** (6 Lessons) **Place Knowledge** NC objective: Understand geographical similarities and differences through the study of human and physical geography of a region of the UK and a region in European country. NC objective: Locate the world's countries using maps, to focus on Europe concentrating on their environmental regions, key physical and human characteristics, countries and major cities.	(2 Lessons) NC objective: A local study liked to one of the periods of time studied under chronology; or A local study that could extend beyond 1066. ***The Roman Empire*** (10 Lessons) **Volcanoes** NC objective: Describe and understand key aspects of physical geography, , mountains, volcanoes and earthquakes. NC: Describe and understand key aspects of physical geography, including; climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle.

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	human geography, including types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water **Geographical skills and Local fieldwork** NC objective: Use fieldwork to observe, measure , record and present the human and physical features in the local area using a range of methods, including sketch maps , plans and graphs, and digital technologies. NC objective: Use maps, atlases, globes and digital/computer mapping to locate countries.	**Geographical skills and Local fieldwork** NC objective: Use the eight points of a compass, four and six grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the UK and the wider world.	Know how to plan a journey within the UK using a road eg from your town to another – Chester.	**Geographical skills and Local fieldwork** NC objective: Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.	**Geographical skills and Local fieldwork** NC objective: Use fieldwork to observe, measure , record and present the human and physical features in the local area using a range of methods, including sketch maps , plans and graphs, and digital technologies.	**Geographical skills and Local fieldwork** NC objective: Use the eight points of a compass, four and six grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the UK and the wider world. NC objective: Use fieldwork to observe, measure , record and present the human and physical features in the local area using a range of methods, including sketch maps , plans and graphs, and digital technologies.

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Science	**Forces and Magnets** NC objective: Compare how things move on different surfaces. NC objective: Notice that some forces need contact between two objects, but magnetic forces can act at a distance. NC objective: Observe how magnets attract or repel each other and attract some materials and not others. NC objective: Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials. NC objective: Describe magnets as having two poles. NC objective: Predict whether two magnets will attract or repel each other, depending on which poles are facing. **States of Matter** NC objective: Compare and group materials together, according to whether they are solids, liquids or gases.	**Animals** NC objective: Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat. NC objective: Identify that humans and some other animals have skeletons and muscles for support, protection and movement. **Light** NC objective: Recognise that they need light in order to see things and that dark is the absence of light. NC objective: Notice that light is reflected from surfaces. NC objective: Recognise that light from the sun can be dangerous and that there are ways to protect their eyes. NC objective: Recognise that shadows are formed when the light from a light source is blocked by an opaque object. NC objective: Find patterns in the way that the size of shadows change.	**Investigation** NC objective: Asking relevant questions and using different types of scientific enquiries to answer them. NC objective: Setting up simple practical enquiries, comparative and fair tests. NC objective: Making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers. NC objective: Gathering, recording, classifying and presenting data in a variety of ways to help in answering questions. NC objective: Recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables. NC objective: Reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions. NC objective: Using results to draw simple conclusions,	**Electricity** NC objective: Identify common appliances that run on electricity. NC objective: Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. NC objective: Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery. NC objective: Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit. NC objective: Recognise some common conductors and insulators, and associate metals with being good conductors. **Living Things and Their Habitats** NC objective: Recognise that living things can be grouped in a variety of ways.	**Rocks and Soils** NC objective: Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties. NC objective: Describe in simple terms how fossils are formed when things that have lived are trapped within rock. NC objective: Recognise that soils are made from rocks and organic matter. **Plants** NC objective: Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers. NC objective: Explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant. NC objective: Investigate the way in which water is transported within plants. NC objective: Explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.	**Investigation** NC objective: Asking relevant questions and using different types of scientific enquiries to answer them. NC objective: Setting up simple practical enquiries, comparative and fair tests. NC objective: Making systematic and careful observations and, where appropriate, taking accurate measurements using standard units, using a range of equipment, including thermometers and data loggers. NC objective: Gathering, recording, classifying and presenting data in a variety of ways to help in answering questions. NC objective: Recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables. NC objective: Reporting on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions. NC objective: Using results to draw simple conclusions, make predictions for new values, suggest

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	NC objective: Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C). NC objective: Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.		make predictions for new values, suggest improvements and raise further questions. NC objective: Identifying differences, similarities or changes related to simple scientific ideas and processes. NC objective: Using straightforward scientific evidence to answer questions or to support their findings. **Sound** NC objective: Identify how sounds are made, associating some of them with something vibrating. NC objective: Recognise that vibrations from sounds travel through a medium to the ear. NC objective: Find patterns between the pitch of a sound and features of the object that produced it. NC objective: Find patterns between the volume of a sound and the strength of the vibrations that produced it. NC objective: Recognise that sounds get fainter as the distance from the sound source increases.	NC objective: Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. NC objective: Recognise that environments can change and that this can sometimes pose dangers to living things.		improvements and raise further questions. NC objective: Identifying differences, similarities or changes related to simple scientific ideas and processes. NC objective: Using straightforward scientific evidence to answer questions or to support their findings. **Animals including humans** NC objective: Describe the simple functions of the basic parts of the digestive system in humans. NC objective: Identify the different types of teeth in humans and their simple functions. NC objective: Construct and interpret a variety of food chains, identifying producers, predators and prey.

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Computing	**Multimedia** NC –select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content **-Text** **-Graphics** **- Presentation/Publisher** **E-Safety** NC objective: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. - Sharp - Think Before You Share	**Programming and Development** NC – design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts NC - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs NC - use sequence, selection, and repetition in programs; work with variables and various forms of input and output **E-Safety** NC objective: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. - Safer Internet Day	**Data and Data Representation** NC –select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content **E-Safety** NC objective: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. - Alert - Check it's Real	**Multimedia** NC –select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content **-Create a story** **-Video** **E-Safety** NC objective: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. - Secure - Protect your stuff	**Programming and Development** NC – design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts NC - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs NC - use sequence, selection, and repetition in programs; work with variables and various forms of input and output **E-Safety** NC objective: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. - Safer Internet Day - Kind - Respect each other	**Online** NC – Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. NC - Use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content. **E-Safety** NC objective: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. - Brave - When in doubt discuss

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	Painting	Collage	Printing	Drawing	Textile	Sculpture
Art	 NC objective: Improve their mastery of art and design techniques, including painting with a range of materials. (for examples, pencil, charcoal, paint and clay). **Sketchbooks** NC objective: Create sketchbooks to record their observations and use them to review and revisit ideas. **Study of Great Artists** NC objective: Know about the work of great artists, architects and designers in history.	 NC objective: Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. (for examples, pencil, charcoal, paint and clay). **Study of Great Artists** NC objective: Know about the work of great artists, architects and designers in history.	 NC objective: Improve their mastery of art and design techniques with a range of materials. (for examples, pencil, charcoal, paint and clay). **Sketchbooks** NC objective: Create sketchbooks to record their observations and use them to review and revisit ideas. **Study of Great Artists** NC objective: Know about the work of great artists, architects and designers in history.	 NC objective: Improve their mastery of art and design techniques, including drawing with a range of materials. (for examples, pencil, charcoal, paint and clay). **Sketchbooks** NC objective: Create sketchbooks to record their observations and use them to review and revisit ideas. **Study of Great Artists** NC objective: Know about the work of great artists, architects and designers in history.	 NC objective: Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. (for examples, pencil, charcoal, paint and clay). **Study of Great Artists** NC objective: Know about the work of great artists, architects and designers in history.	 NC objective: Improve their mastery of art and design techniques, including sculpture with a range of materials. (for examples, pencil, charcoal, paint and clay). **Sketchbooks** NC objective: Create sketchbooks to record their observations and use them to review and revisit ideas. **Study of Great Artists** NC objective: Know about the work of great artists, architects and designers in history.
Artist	**Monet**					
DT	**Truss Bridges** **Structures**	**Cooking and Nutrition** **A varied diet** **-focus on fish and visiting Northwich Fish monger**	**Electrical Systems** **Simple Circuits and switches** **(Programming and control)**	**Textiles** **Christmas Sewing decoration** **Changing from 2D-3D**	**Mechanical Systems** **Levers and linkages** **(Create a catapult** **Invented by the Greeks)**	**Cooking and Nutrition** **A varied diet** **Plant and harvest potatoes** **Create a potato based recipe**

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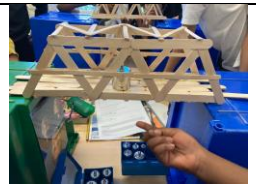
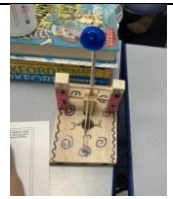
	 **Designing** NC objective: Use research and develop design criteria to inform the design of innovative, functional appealing products that are fit for purpose and aimed at particular individuals or groups. Children can develop and communicate their ideas through discussion, annotated sketches, prototypes and computer aided design. **Making** NC objective: Select and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing. Use prior knowledge to accurately select from and use a wide range of materials and components, including construction materials textiles and ingredients. **Technical Knowledge** NC objective: Apply prior knowledge of how to	 **Designing** NC objective: Understand and apply the principles of a healthy varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Understand seasonality and know how a variety of ingredients are grown, reared, caught and processed. NC objective: Use research and develop design criteria to inform the design of innovative, functional appealing products that are fit for purpose and aimed at particular individuals or groups. Children can develop and communicate their ideas through discussion, annotated sketches, prototypes and computer aided design. **Making** NC objective: Select and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and	**Motorised Roman Chariot**  **Designing** Deconstruct, design, and make a chariot – wheels and axel, linking with project and texts **Making** NC Objective: select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities **Technical Knowledge** NC objective: Apply prior knowledge of how to strengthen, stiffen and reinforce more complex structures. NC objective: Understand and use mechanical systems their products. (For	 **Designing** NC objective: Children can develop and communicate their ideas through discussion, annotated sketches, prototypes and computer aided design. **Making** NC objective: Select and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing. Use prior knowledge to accurately select from and use a wide range of materials and components, including construction materials textiles. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities **Technical knowledge** Apply their understanding of how to strengthen,	 **Designing** 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. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design **Making** Technical knowledge apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] **Technical knowledge**	 NC objective: Understand and apply the principles of a healthy varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Understand seasonality and know how a variety of ingredients are grown, reared, caught and processed. NC objective: Use research and develop design criteria to inform the design of innovative, functional appealing products that are fit for purpose and aimed at particular individuals or groups. Children can develop and communicate their ideas through discussion, annotated sketches, prototypes and computer aided design. **Making** NC objective: Select and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing. Use prior knowledge to accurately select from and use a wide range of materials and components, including construction materials textiles and ingredients. **Evaluating**

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	strengthen, stiffen and reinforce more complex structures. **Evaluating** NC objective: Investigate and analyse a range of existing products. Evaluate their ideas and products against their own criteria. And consider the views of others to improve their work. Understand how significant events and people have impacted on design and technology and have helped to shape our world.	finishing. Use prior knowledge to accurately select from and use a wide range of materials and components, including construction materials textiles and ingredients. **Evaluating** NC objective: Investigate and analyse a range of existing products. Evaluate their ideas and products against their own criteria. And consider the views of others to improve their work. Understand how significant events and people have impacted on design and technology and have helped to shape our world.	example, gears, pulleys, cams, levers and linkages). Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] apply their understanding of computing to program, monitor and control their products. **Evaluating** NC objective: Investigate and analyse a range of existing products. Evaluate their ideas and products against their own criteria. And consider the views of others to improve their work. Understand how significant events and people have impacted on design and technology and have helped to shape our world.	stiffen and reinforce more complex structures. **Evaluating** NC objective: Investigate and analyse a range of existing products. Evaluate their ideas and products against their own criteria. And consider the views of others to improve their work. Understand how significant events and people have impacted on design and technology and have helped to shape our world.	apply their understanding of how to strengthen, stiffen and reinforce more complex structures. understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] **Evaluating** NC Objective: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Understand how key events and individuals in design and technology have helped shape the world	NC objective: Investigate and analyse a range of existing products. Evaluate their ideas and products against their own criteria. And consider the views of others to improve their work. Understand how significant events and people have impacted on design and technology and have helped to shape our world.
Designers and inspirers	**Ole Kirk Christiansen:** **The designer of LEGO** 	**Clarence Birdseye:** **Discovered the quick-freezing method for making frozen food.** 	**Louis and Auguste Lumière** **camera and projector,** the Cinématographe. 	**Mary Quant** **Fashion designer and businesswoman** 	**Katherine Johnson** 	**Bear Grylls** 

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Music	**Performing** NC objective: Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression. *- Perform Christmas songs*	**Use and understand** NC objective: Use and understand staff and other musical notations. *- Easter Service Songs*	**History of Music** NC objective: Develop an understanding of the history of music. **-** *Music Festival*	**Compose** NC objective: Improvise and compose music for a range of purposes using the inter-related dimensions of music *- Christmas songs* *- Music Festival*	**Appreciate** NC objective: Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians. *- Easter Service Songs*	**Listening** NC objective: Listen with attention to detail and recall sounds with increasing aural memory.
PSHCE	**Get HeartSmart**	**Don't forget to let love in**	**Too much selfie isn't healthy**	**Don't hold on to what's wrong**	**Fake is a mistake**	**No way through isn't true**
PE	**Fielding and Striking/ Net and Wall** NC objective: Apply basic principles and techniques in racket skills, serving, returning and rallying in sports such as tennis, volleyball, badminton. **Games (Invasion)** NC objective: Play competitive games, modify where appropriate and apply basic principles for attacking and defending.(basketball, football, hockey.	**Gymnastics** NC objective: Develop flexibility, strength, technique, control and balance. **Dance** NC objective: Perform dances using a range of movement patterns.	**Swimming** **Athletics** NC objective: Use running, jumping, throwing and catching in isolation and in combination.	**Games (Invasion)** NC objective: Play competitive games, modify where appropriate and apply basic principles for attacking and defending.(basketball, football, hockey. **Gymnastics** NC objective: Develop flexibility, strength, technique, control and balance.	**Dance** NC objective: Perform dances using a range of movement patterns. **Fielding and Striking/ Net and Wall** NC objective: Apply basic principles and techniques in racket skills, serving, returning and rallying in sports such as tennis, volleyball, badminton.	**Swimming** **Athletics** NC objective: Use running, jumping, throwing and catching in isolation and in combination.
Trips and WOW days	Liverpool World Museum River Walk Liverpool Trip (linking to History)	Residental Y4 STEM-Greek Temples-Visitor Museum Science and Indusrty	Wood Matters Stone Age Enrichment Wood Matters Enrichment	Residental Y4	Chester Trip-Romans	

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Art Gallery & Places of worship	Mosque visit	Sikh -Gurdwara Tate Museum- Liverpool