



Bratton Primary School KS2 Curriculum Year D

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Subject focus	History - The Roman Empire	History - Romans in Britain	Geography - The Water Cycle	Geography - Rivers and Mountains	History - The Anglo Saxons & Scots	History - The Vikings
Texts which may be used to support the curriculum						
History	The Roman Empire and its impact on Britain.				The Anglo Saxons and Scots Britain's settlement by Anglo-Saxons and Scots.	The Vikings The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.
Geography	Settlements and Land Use Human and physical geography: Describe and understand key aspects of human geography, including types of settlement and land use.		The Water Cycle Human and physical geography: Describe and understand key aspects of physical geography, including the water cycle.	Rivers and Mountains Locational knowledge: 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.		
Design Technology	Year 3/4 Food: Adapting a recipe: Work in groups to adapt an existing biscuit recipe, whilst	Year 3/4 Electrical systems: Electric poster: Our new electric poster unit introduces children to	Year 3/4 Textiles: Fastenings: Analyse and evaluate a range of existing fastenings, then devise a	Year 3/4 Electrical systems: Torches: Identify the difference between electrical and electronic	Year 3/4 Structure: Pavilions: Investigate and model frame structures to improve their stability,	Year 3/4 Mechanical systems: Pneumatic toys: Explore pneumatic systems, then apply this

taking into account the cost of the ingredients and other expenses against a set budget



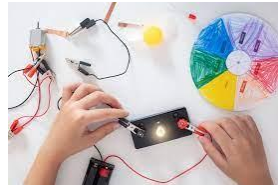
Year 5/6

Mechanical systems:

Automata toy: Develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements.



various forms of 'Information design' before they are briefed to develop an electric museum display based on the Romans.



Year 5/6

Digital world:

Monitoring devices: Apply Computing knowledge and understanding to program a Micro: bit animal monitoring device. Develop 3D CAD skills by learning how to navigate the Tinkercad interface and essential tools to combine multiple objects.



list of design criteria to design, generate templates and make a fabric book sleeve.



Year 5/6

Food: Come dine with me: Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.



products. Evaluate a range of existing torches and their features, then develop a new functional torch design.



Year 5/6

Electrical systems:

Steady hand game: Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.



then apply this research to design and create a stable, decorated pavilion.



Year 5/6

Textiles: Waistcoats:

Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.



understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.



Year 5/6

Digital world:

Navigating the world:

Design and program a navigation tool to produce a multifunctional device for trekkers using CAD 3D modelling software. Pitch and explain the product to a guest panel.



Art and Design

Cityscapes – photography
Stephen Wiltshire
Overlapping artist

Sculpture – abstract installations (recycled materials)
Julie Espiau
Banksy
Tracey Emming
Olafur Eliasson

Architecture – styles modern and old (watercolour)

Portraits – Caricatures (black line)

Printing – Screen printing

Graphic Design – Bauhaus graphic design movement (oil pastels)

<p>Science</p>	<p>Year 3/4 <u>Group and classify living things.</u> Explore: Group animals Vertebrates and invertebrates Group plants Classification keys <u>Habitats.</u> Explore: Living things and their habitats Classification keys (animals) Classification keys (plants) Human impact on habitats</p> <p>Year 5/6 <u>Electricity</u> Construct and draw series circuits using symbols Complete and incomplete circuits Variations within circuits Plan, Investigate, Evaluate: Voltage experiment <u>Renewable Energy</u> Explore: What is renewable energy? Using renewable energy</p>	<p>Year 3/4 <u>Light</u> Explore: Light sources The sun How we see Shadows Opaque or transparent? Plan, investigate and Evaluate: shadow experiment</p> <p>Year 5/6 <u>Living thing and their habitats</u> Explore: Conditions for life Grouping organisms Classifying animals Classifying plants Microorganisms Classifying organisms Carl Linnaeus</p>	<p>Year 3 /4 <u>Data collection</u> Learning to: Analyse data Make conclusions</p> <p>Year 5/6 <u>Properties of materials</u> Test materials - magnetic, transparency and hardness Test materials - electrical conductivity Plan, Test and Evaluate: Insulating heat experiment Explore: Uses of everyday materials - plastic, wood and metal</p>	<p>Year 3/4 <u>Forces and magnets</u> Explore and investigate: Forces Friction Investigate - friction experiment Magnetic and non-magnetic materials Metals North and South Poles - attract and repel</p> <p>Year 5/6 <u>Space</u> Explore: The solar system The planets Modelling Motion of the Earth and planets The solar system – ideas over time Planet Earth Night and day The Moon <u>Global Warming.</u> What is global warming? What is the impact of global warming on living things?</p>	<p>Year 3/4 <u>Plants</u> Explore: Parts of a plant and their functions Plant dissection The stem and water transportation Looking at seeds Reproductive parts in plants Pollination Seed dispersal Life cycle of plants Plan and plant: Growing experiment</p> <p>Year 5/6 <u>Reproduction A</u> Explore: Sexual reproduction in animals Reproductive parts in plants Pollination Asexual reproduction Plan and Plant: Cloning plants experiment. <u>Reversible and irreversible changes</u> Exploring: Dissolving Separating materials - filtering and sieving Solutions and evaporating Burning acid</p>	<p>Year 3/4 <u>Plants continued</u> Observing: Plant growth How does space affect plant growth? <u>Biodiversity</u> What is biodiversity? How can we increase biodiversity in our local area? <u>Deforestation</u> What is deforestation? What are the impacts in the UK and the rest of the world?</p> <p>Year 5/6 <u>Reversible and irreversible changes continued.</u> <u>Plastic pollution</u> What is plastic pollution? What are the impacts of plastic pollution on the planet? <u>Reproduction B</u> Answer questions - cloning plants Present findings - cloning plants Evaluate - cloning plants</p>
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