

Bratton Primary School KS2 Curriculum Year B

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Subject focus	History - The Maya	Geography - The World	History – World War II		Geography - Brazil	Geography - Rainforests
Texts which may be used to support the curriuclum	<image/>	PLANET           EARTH           Freedom           Fr		Wickstor           Wickstor <t< td=""><td><image/></td><td></td></t<>	<image/>	
History	The Maya A non-European society that provides contrasts with British history – one study chosen from: early Islamic civilization, including a study of Mayan civilization c. AD 900;		WW2 A study of an aspect or that extends pupils' chro beyond 1066.	•		
Geography		Locational knowledge: Locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities. Geographical skills and fieldwork: Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied	Map Skills linked to W	W2 and where the war intries involved.	Place knowledge: Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America.	Human and physical geography: Describe and understand key aspects of physical geography, including climate zones, biomes and vegetation belts. Locational knowledge: Identify the position and significance of longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn. Human and physical geography: Describe and understand key aspects

						of human geography, including economic activity including trade links.
Design Technology	Year 3/4 Food: Adapting a recipe: Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget <b>Year 5/6</b> 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.	Year 3/4 Electrical systems: Electric poster: Our new electric poster unit introduces children to various forms of 'Information design' before they are briefed to develop an electric museum display based on The World. 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.	Year 3/4 Textiles: Fastenings: Analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve. 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.	Year 3/4 Electrical systems: Torches: Identify the difference between electrical and electronic 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.	Year 3/4 Structure: Pavilions: Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion. Vear 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.	Year 3/4 Mechanical systems: Pneumatic toys: Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams. 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.
Art and Design	Printing – Mono printing Torres Garcia Naum Gabo Bryan Wynter	Sculpture – human body (foil) Antony Gormly Richard Stainthorp Michelangelo	Water/seascapes – Oil painting (watercolours) Winslow Homer Thomas Cole	Architecture – Art for pleasure (clay) The Travelers (Marseille)	Graphic Design – typography (propaganda posters/poster paint) Dig for Victory	Portraits – Family/Group (photography) Lubaina Himid Sally Mann

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

	What is renewable		Separating materials -	Evaluate - cloning
	energy?		filtering and sieving	plants
	Using renewable energy		Solutions and	
			evaporating	
			burning	
			acid	