



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	<b>Romans</b>		<b>The Ruin of Britain</b>		<b>Rainforests</b>	
Trips	St Alban's Verulamium Museum		Lambing		Living Rainforest	
Key Events		Forest School	Forest School Swimming	Swimming		
English fiction	Story Settings – Adventure Story		Traditional Tales – Legends Writing a myth		Stories from relevant cultures- Narrative	
English non fiction		Information leaflet	Instructions		Persuasive letter	Discussion
Poetry		Narrative Poetry	Riddles	Free Verse Poetry	Take one Poet	
Key texts	Escape from Pompeii	Atlas of Adventures; illustrated by Lucy Letherland	Arthur and the Golden Rope		The Great Kapok Tree	
Maths	Herts for Learning scheme of work					
Science	States of Matter	States of Matter	Animals and Humans	Sound	Light	Forces
History	<b>Romans</b> How did the arrivals of the Romans change Britain?		<b>Anglo – Saxons</b> Who were they and how do we know what was important to them?	<b>Vikings</b> What did the Vikings want and what did Alfred do to stop them?		
Geography		How and why is my <b>local area</b> changing?			<b>Beyond the Magic Kingdom</b> What is the Sunshine Stare really like?	Why are <b>jungles</b> so wet and <b>deserts</b> so dry?

Art	Drawing: Power Prints	Elements of Art: Knowledge Building	Painting and Mixed Media: Light and Dark	Elements of Art: Knowledge Building	Sculpture and 3D: Abstract Shape and Space	Craft and Design: Fabric of Nature
DT		Designing and making biscuits		Textiles: Fastenings		Mechanical Systems: (Links with Forces)
Computing	Connecting computers	Programming - Sequencing Sounds	Desktop Publishing	Programming – Events & Actions	Animation	Animation
PSHE	Keeping Safe		Feelings and Emotions		Growing and Changing	
RE	Creation	Islam	Hinduism	Salvation	Judaism	Gospel
Music	Herts scheme of Music with J. Sands					
PE	Invasion games/ Gymnastics	Invasion games/ Gymnastics	Swimming Dance	Swimming Net and Wall	Striking and Fielding	Athletics
French	I am learning French	Animals	Fruits	I am able	Presenting Myself	Clothes