




LKS2 Year B Curriculum Map



	HISTORY	GEOGRAPHY	SCIENCE	DT	ART	RE	Physical Education	PSHE	Computing	Music	French
Autumn 1 Invasion 	Britain's settlement by Anglo-Saxons and Scots	UK Study Counties and regions of the UK	Forces and Magnets	Structures: Castles (Y4 frame structure)		How do festivals and family life show what matters to Jewish people? Judaism	Multi-Skills Swimming	Family and Relationships	Create a branching database	Body and tuned percussion Theme: Rainforests	Portraits - describing in French
	The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor				Drawing Growing Artists	What do Christians learn from the creation story? Creation/fall	Invasion Games - Hockey Swimming	Safety and the Changing Body.	Programming repetition		
Spring 1 Our Planet, Our World 		Environmental regions of Europe, Russia, North and South America	Rocks	Textiles: Fastenings		What kind of world did Jesus want? Gospel	Invasion Games - Handball Spring 2- Dance / OAA Swimming	Health and Wellbeing	Create media desktop publishing	Changes in pitch, tempo and dynamics Theme: Rivers	Clothes-getting dressed in French
	Spring2 Our Planet, Our World	Water Cycle	States of Matter			Why do Christians call the day that Jesus died 'Good Friday?' Salvation	Gymnastics Dance / OAA	Citizenship	Programming repetition		
Summer 1 Ancient Egypt 	Ancient Egypt Y4 Study	Rivers	Sound	Food: Adapting A Recipe		How and why do people try to make the world a better place? Thematic	Invasion Games – Cricket / Rounders Gymnastics	Economic Wellbeing	Create Media audio editing	Samba carnival sounds and instruments	French numbers, calendars and birthdays
	Summer 1 Ancient Egypt		Rocks revisited Plants		Craft and Design ancient Egyptian Scrolls	How and why do people mark the significant events of life? Thematic	Athletics Gymnastics	Wellbeing: My place in the world	Create media comic creations	Adapting and transposing motifs Theme: the Romans	French food-miam, miam!