

Spring Term 2024-25

IMPACT DAYS



Safer internet day - 11/2/25



World Book Day - 6/3/2025

**Lead subject areas

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Question	Can your dreams come true?	How does the past shape our future?	How does our landscape change?	What does it mean to be strong?	Does the punishment EVER fit the crime?	Does everyone have a voice?
Concepts	Dreams Courage Change Time	Choice Hopes and dreams Equality Empathy	Beauty Consequences Diversity Change	Identity Influence Tradition Conflict	Fairness Democracy Justice Rights Consequences	Choice Discrimination Protest Free will
English	Whatever next Look up Naughty bus	Samson's Titanic Journey Non-fiction texts - Titanic Great Fire of London - Non fiction texts Guided reading - Vlad and the Great Fire of London	Mousehole Cat Battle Cry Escape from Pompeii The Abominables Varjak Paw	Once Upon A Legend Arthur and the Golden Rope Beowulf Anglo Saxon Boy	Outlaw Interview with a criminal HighwayMan/Highway Rat	Nelson Mandela diary entry. Hidden Figures Macbeth narrative-authentic outcome - post to The Globe (London) Suffragettes - The

						battle for equality.
Science	Everyday materials and their properties **	Materials - Changing materials	Solids, liquids and gases Magnets **	Plants Materials	Circulatory system Changing bodies (RSE)	Sound Light
Geography	Name 4 countries of the UK Name the town where I live and different houses Using maps - 7 continents and 5 oceans		Volcanoes and Earthquakes **	Identify countries within Europe Norway - focus Similarities and differences of human and physical features of a region in Norway **		
History	Changes within living memory Changes over time Significant historical events Transport link **	Beyond Living Memory/significant historical events, people and places - Titanic/ Great Fire of London - Significant Individuals Titanic Great Fire of London **	Romans - Spread of the Empire Julius Caesar Daily life of a Roman including gladiators, roads and the army Comparison of Roman life to Stone Age life. TRIP - Fishbourne Roman Palace	ANGLO SAXONS - VIKINGS ** - Trip Sustainability centre. Outcome - Viking show	Chronology Crime and punishment Validity of sources Historical bias **	
Music	Vehicles - dynamics and tempo	Sea Sounds and Shanties - structure and pitch	In the Hall of the Mountain King - duration and tempo	The Vikings - music of the Gods - tempo and dynamics	'Earth' by Hans Zimmer - keyboards and percussion	Music Technology - using GarageBand - Texture, Timbre and


	Man on the Moon - timbre and texture	Sounds of Antarctica - texture and timbre	Roman Rhythms - duration and dynamics	Songs for performance	composition - Texture, Timbre and Duration	Duration
Computing	Moving a robot We are collectors	Pictograms Using Bluebots Typing Skills	Branching Databases Conversation (Sequencing)	Audio Production Fish Tank (indefinite loops)	PowerPoint AI - strengths and limitations	Introduction to spreadsheets Variables in Scratch
RE	<u>Storytelling - Jesus as a storyteller</u> Countine journey from YR <i>Christianity</i> <u>Welcoming</u> Palm Sunday BELONGING	<u>Remembering</u> Passover <i>Jewish traditions</i> <u>Sadness to happiness</u> Easter Story <i>Christianity</i> LOVE	<u>Good and evil</u> Holi <i>Hindu</i> <u>Changing emotions</u> <i>Christianity</i> LOVE	<u>Avatar (God)</u> Vishnu <i>Hindu</i> <u>Ritual</u> Paschal Candle <i>Christianity</i>	<u>Stewardship</u> Creation <i>Christianity</i> <u>Sacrifice</u> Meaning of Easter <i>Christianity</i>	<u>Ritual</u> Ramadan Eid-ul-Fitr <i>Muslim</i> <u>Resurrection</u> The Empty Tomb <i>Christianity</i>
Art	Art week Spring 2	Famous hat makers Phillip Treacy Making Titanic hats Art week Spring 2 **	Mosaics - inspiration from Fisbourne Art Week Spring 2	 Clay faces 3D: Make a3d structure/object (Viking head) using clay – experiment with	Art week Spring 2	Nelson Mandela print inspired by Andy Warhol - digital media - photomontage 

				<p>different tools and techniques, including, rolling, pinching, coiling, to complete their design</p> <p>**</p>		 <p>Banksy - creating their own stencil which is linked to their campaign around conflicting views e.g. animal cruelty</p>  <p>Lady Macbeth - children create their own interpretation of her character</p>
DT	Make, design and evaluate a car, paper aeroplanes, a space centre, sliders for a story props	Link to art unit design , make and evaluate hats Stable structures -	Design and make catapults (STEM) **	Design and make an Anglo Saxon Loom		

	**	House's in the Great Fire of London				
P4C	 <p>Book stimulus</p>  <p>Video stimulus</p>	 <p>Video stimulus</p>  <p>Picture stimulus</p>	 <p>Book stimulus</p>  <p>Video stimulus</p>	<p>(video) https://www.youtube.com/watch?v=Llq8txZ-95c</p> <p>Monk & Monkey</p> <p>(Book) The new girl - Nicola Davies</p> 	 <p>Lowry Picture stimulus</p> <p>'The Fairest Teacher of them all' Story stimulus</p>  <p>Video stimulus</p>	<p>The undefeated - Book/ Poem</p>  <p>Greta Thunberg -</p>  <p>Lillian's right to vote</p> 

<p>No Outsiders</p>	 	 	 	 	 	  
<p>Let's Think</p>		<ol style="list-style-type: none"> 1. Journey Pattern - symbolic reasoning 2. Quest Pattern - classification 3. Return - frames of reference 4. Wild - symbolic reasoning 	<ol style="list-style-type: none"> 1. Shirley Pattern - narrative sequencing 2. Who, where, what Pattern - frames of reference 3. Sam & Dave (Dig a Hole) Pattern - frames of reference 4. Black Dog Pattern - symbolic reasoning 	<ol style="list-style-type: none"> 1. Blue Yellow Pattern - symbolic reasoning 2. Halvar and trolls Pattern - frames of reference 3. Splash - poem Pattern - clarification 4. Wolves Pattern - classification 	<ol style="list-style-type: none"> 1. Window Pattern - narrative sequencing 2. Conquers Pattern - intentions and consequences 3. Maps Pattern - symbolic reasoning 4. The Giving Tree Pattern - symbolic reasoning 	<ol style="list-style-type: none"> 1. The Last Stop Pattern - symbolic reasoning 2. Home Pattern - symbolic reasoning 3. Staircase Pattern - symbolic reasoning 4. The Maker Pattern - narrative sequencing

PSHE	Learning new skills Healthy Relationships	Valuing differences Keeping safe	Keeping safe Rights and responsibility	Keeping safe Rights and Respect.	Rights and respect Growing and Changing	<p>Rights and responsibilities children's /humans rights</p> <p>Project pitch - OUTCOME</p> <div><p>Environmental organisations</p></div> <p>For one of the above organisations, children put together a campaign bid for a grant.</p> <p>Democracy in Britain - explore how most laws are made - children take a pretend vote</p> <p>Community ART: multimedia piece based on one of the communities they belong to - recognising the benefits to mental health being part of community</p>
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						<div>groups</div> 
Trips	Beaulieu Motor Museum	Weald and Downland museum	Fishbourne Roman Palace	Sustainability Centre		Houses of Parliament Shakespeare Globe
Visits		Dress up day - Titanic		Viking Day	Detective Project	Chris Lubbe