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|  | | **Autumn 1** | | **Autumn 2** |
| **Cornerstones ILP** | | **A Child’s War**  Memorable Experience: Imagine leaving home for an unknown period of time, packing your belongings in a small box, no bigger than a shoe box. Children think carefully about what they would need and bring their box of belongings into school. Back at school children are given a label telling them which part of the country they are being evacuated to – different place to their friends and far away – how does it feel? | | |
| **English** | **Writing** | **WRITE TO ENTERTAIN/DESCRIBE**   * **The Nowhere Emporium**   (Settings and Characters/dialogue)  **WRITE TO INFORM**   * Britain at War – News article   **WRITE TO PERSUADE**   * Persuasive techniques – war time propaganda * Evacuation – persuade parents to send their children away   **WRITE TO EXPLAIN**   * Evacuation | **WRITE TO ENTERTAIN**   * **Number the stars** (different points of view) * Diary entries from different character’s points of view * **War Poetry** – High Flight with Spitfires   **WRITE TO INFORM**   * **Diary of Anne Frank** – Diary/   Biography   * Winston Churchill - Biography | |
| **Grammar and Punctuation** | * Types of nouns * Word classes * Synonyms and antonyms * Fronted adverbials * Types of sentences/ clauses * Formal/ informal speech | * Semi colon, colon, dash * Pronouns * Determiners * Bullet Points * Brackets, dashes, commas for parenthesis * Active and passive | |
| **Spelling** | Revise Year 3/4 statutory  Year 5/6 statutory words  spellings  -able/-ably  -ible/-ibly  Plural words | Year 5/6 statutory words  Homophones ending in ce/se  Adding ‘fer’  Silent letters  I before e except after c | |
| **Guided Reading**  **(Bug Club Comprehension)** | * Oliver Twist | * The Road to Freedom | |
| **Maths** | | Number- Place Value  Number-Addition, Subtraction,  Multiplication and Division | Fractions  Geometry - Position and Direction | |
| **Science** | | Electricity  Morse code | Light/Sound | |
| **Geography** | | Locate the countries involved in WW2 |  | |
| **History** | | WW2  To study of an aspect or theme in British history that extends pupils’ chronological knowledge beyond 1066 | | |
| **Computing**  **(switched on computing)** | | J2 Code <https://www.j2e.com/#_> | | 6.1 We are adventure gamers: Making a text-based adventure game |
| **RE** | | Hinduism | | Hinduism |
| **PSHE (SEAL)/Go Global/P4C** | | **Young Leaders**  **New Beginnings**  **Go Global/P4C** | | **Young Leaders**  **Getting on and Falling out**  **Say No to Bullying**  **Go Global/P4C** |
| **Art** | | Henry Moore – WW2 Shelter drawings – 3D models | | |
| **D&T** | | Make do and mend – turn unwanted items of clothing into new items | | Cooking – rationed food |
| **Music** | | Wider Opportunities | | Wider Opportunities |
| **PE** | | Games  Real PE – Cognitive  Coordination/Agility | | Games  Real PE – Creative  Static Balance seated  Static Balance floor work |