

DSLV E-ACT Academy																																								
Long Term - Wider Curriculum Overview 2019-2020																																								
		Autumn 1							Autumn 2							Spring 1						Spring 2						Summer 1					Summer 2							
		wk1	wk2	wk3	wk4	wk5	wk6	wk7	wk8	wk1	wk2	wk3	wk4	wk5	wk6	wk7	wk1	wk2	wk3	wk4	wk5	wk6	wk1	wk2	wk3	wk4	wk5	wk6	wk1	wk2	wk3	wk4	wk5	wk1	wk2	wk3	wk4	wk5	wk6	wk7
Curriculum Enrichment	Nursery - Autumn walk in local community Year 1 - Woburn Safari Park Year 5 - Space Centre							Year 6 - IWM Duxford Year 4 - Saxon/Viking Workshop (vikingvisits.com) Year 2 - Bread Experience (visitor)							Reception - in school animal experience Year 1 - Grandparent Party						Year 3 - Stratford Butterfly Farm Year 4 - Local Geography Day (Town/Country Park) Year 5 - E-ACT Residential						Nursery - Children's Play Village (Warwick) Year 3 - Roman Workshop (vikingvisits.com)					Reception - Sealife Centre Year 2 - Althorp House Year 6 - Harry Potter World								
	Nursery	RAINBOW RIOT														DINOSAURS AND DRAGONS														EMERGENCY EMERGENCY!										
Reception	SUPERHEROES I'm a superhero, My super family, Real superheroes, Superhero project														ANIMALS Pets, Working animals, Day & night animals, Baby animals, Animal habitats														ON THE MOVE My journeys: Over land, Through the water, Through the air, Space											
Year 1	Animals Including Humans: Ourselves	CARNIVAL OF ANIMALS Geography: Mammals - African Savannah, Australian outback and Domestic Mammals Art: Aboriginal Art/Animal artwork D & T: Use practical techniques, skills to create 2D and 3D representations of the lion and elephant. Art: Create exotic birds, fish puppets and reptile models History: The lives of significant individuals and carnivals.							Animals Including Humans: Our Pets	Everyday Materials: Let's Build	CHANGES WITHIN LIVING MEMORY History: The ways in which life has changed over the time of our parents, grandparents and great-grandparents;Transport;Communication from different eras;Toys and books - similarities and differences, identify changes in materials and technology;How our experience of food has changed over the last 100 years; Investigate how our experience of music has changed over the last 50 years. Art: Create a portrait of a parent, grandparent or great-grandparent, based on an old photograph. D&T: Make a car. Design and make a seasonal soup.						Everyday Materials: Marvellous Materials	Seasonal Changes: Wonderful Weather	WEATHER EXPERTS Geography: know seasonal and daily weather patterns, locate hot and cold places around the world. Compare the weather in the United Kingdom and South Africa. D&T: design and build a flood resistant house. Select materials and tools to create simple instruments on their own. Art: Seasonal Art Exhibition					Plants: What's growing in our gardens?																
		GREAT FIRE OF LONDON History: know the events that led to the Great Fire Learn about events beyond living memory that are significant nationally or globally. D&T: design and make houses that withstand fire damage; To prepare/make a dish using a varied diet. Design purposeful functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and, where appropriate, information and communication technology. Art: use a variety of mediums to develop artistic ideas Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.									Living Things and Their Habitats: Habitats	Everyday Materials: Materials Matter	WE ARE BRITAIN (Include a contrasting non-European country) Global Citizenship: Increase awareness that although unique, individuals share many common features, needs, hopes and aspirations and that we are all one nation. Geography: Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas; Use basic geographical vocabulary to refer to key physical features and key human features, use world maps, atlases and globes to identify the United Kingdom and its countries; Be taught to use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; Devise a simple map; and use and construct basic symbols in a key. History: Research a simple 'family tree', in the shape of an ice cream cone; Brief, simple history of Magna Carta. Art: Use a range of materials creatively to design and make products; Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination						Everyday Materials: Squash, Bend, Twist, Stretch	Plants: Ready, Steady, Grow	FAMOUS FOR MORE THAN 5 MINUTES (Include significant historical events, people and places in their own locality) History: Learn about the lives of significant individuals in the past who have contributed to national and international achievements Art: Use a range of materials creatively to design and make products;know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. Geography: Use simple fieldwork and observational skills to study the geography of their school and its grounds. Global Citizenship: Begin to understand the connection between their lives and lives of others. D&T: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology;design purposeful, functional, appealing products for themselves and other users based on design criteria.					Living Things and Their Habitats: Gardens and Allotments														
Year 2	Animals Including Humans: Healthy Animals	GREAT FIRE OF LONDON History: know the events that led to the Great Fire Learn about events beyond living memory that are significant nationally or globally. D&T: design and make houses that withstand fire damage; To prepare/make a dish using a varied diet. Design purposeful functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and, where appropriate, information and communication technology. Art: use a variety of mediums to develop artistic ideas Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.							Living Things and Their Habitats: Habitats	Everyday Materials: Materials Matter			WE ARE BRITAIN (Include a contrasting non-European country) Global Citizenship: Increase awareness that although unique, individuals share many common features, needs, hopes and aspirations and that we are all one nation. Geography: Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas; Use basic geographical vocabulary to refer to key physical features and key human features, use world maps, atlases and globes to identify the United Kingdom and its countries; Be taught to use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; Devise a simple map; and use and construct basic symbols in a key. History: Research a simple 'family tree', in the shape of an ice cream cone; Brief, simple history of Magna Carta. Art: Use a range of materials creatively to design and make products; Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination								Everyday Materials: Squash, Bend, Twist, Stretch	Plants: Ready, Steady, Grow	FAMOUS FOR MORE THAN 5 MINUTES (Include significant historical events, people and places in their own locality) History: Learn about the lives of significant individuals in the past who have contributed to national and international achievements Art: Use a range of materials creatively to design and make products;know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. Geography: Use simple fieldwork and observational skills to study the geography of their school and its grounds. Global Citizenship: Begin to understand the connection between their lives and lives of others. D&T: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology;design purposeful, functional, appealing products for themselves and other users based on design criteria.					Living Things and Their Habitats: Gardens and Allotments												

Year 3	Animals Including Humans: Keeping Healthy	<p align="center">STONE AGE TO IRON AGE</p> <p>History: Understand how our knowledge of the (prehistoric) past is constructed from a range of sources (including archaeological excavation, and the reliability of such sources). Develop a chronologically secure knowledge and understanding of British history establishing clear narratives within and across the periods they study. Construct informed responses that involve thoughtful selection and organisation of relevant historical information. Address and sometimes devise historically valid questions about change, cause, similarity and difference, and significance. D&T: Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Use research and develop design criteria to inform design. Generate, develop, model and communicate their ideas. Select from and use a wider range of tools and equipment to perform practical tasks. Select from and use a wider range of materials and components. Art: Improve mastery of art and design technique. Produce creative work, exploring their ideas and recording their experiences.</p>	Light: Light and Shadows	Rocks: Rocks and Fossils	<p align="center">RAINFORESTS</p> <p>Geography: Locations of the Rainforests around the world. Discover key information about world rainforests. Explore the effect humans can have on their environment. D&T: Use design techniques to create a diorama illustrating the different layers of a rainforest Develop design criteria to functional products that are fit for purpose. Art: Tribal art of the Rainforest</p>	Forces and Magnets: Amazing Magnets	Plants: Roots and Shoots	<p align="center">ROMANS</p> <p>History: Develop a chronologically secure knowledge and understanding of world history; Begin to learn about Iron Age culture; Understand how knowledge of the past is constructed from a range of sources; Understand how our knowledge of the past is constructed from a range of sources; To note connections, contrasts and trends over time and develop the appropriate use of historical terms. Art: Develop their techniques, including their control and their use of materials; Develop techniques and understand the historical and cultural development of their art; Understand the historical and cultural development of art forms (3D portraiture). D&T: Use research to inform the design of a chariot that is fit-for-purpose.</p>	Plants: Artful Flowers, Fruits and Seeds
Year 4	Electricity: It's Electric!	<p align="center">ANGLOSAXONS</p> <p>History: Develop a chronologically secure knowledge and understanding of world history, establishing clear narratives within the periods they study; understand how our knowledge of the past is constructed from a range of sources. Art: Develop their techniques, including their control and their use of materials and to understand the historical and cultural development of their art form; Listen with attention to detail, appreciate and understand a wide range of high-quality music drawn from different traditions and from great composers and musicians. D&T: Develop their ideas through discussion, annotated sketches and prototypes; Understand and use mechanisms (e.g. wheels and axles).</p>	States of Matter: States of Matter Scientists	Sound: Listen Up!	<p align="center">RIVER DEEP, MOUNTAIN HIGH</p> <p>Geography: Understand the features of Mountains, Rivers and Coasts and learn about the water cycle. Learn about the climates, human interactions, and lifestyles shaped by the mountains, rivers and coasts of the world. D&T: Design and create a 3D mountain range Art: Life and Work of Monet Analyse Art and create a Collagraph Print Geography: Use maps, atlases, globes and digital/computer mapping to locate and describe features studied Locate the world's countries, using maps to focus on their environmental regions, key physical and human characteristics and major cities. Describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.</p>	Living Things and Their Habitats - Name That Living Thing!	Animals Including Humans: Are These Your Teeth?	<p align="center">VIKINGS</p> <p>History: Understand how knowledge of the past. Learn about Viking raids and invasion. Geography: Locate the some of the world's countries using maps History: Understand how our knowledge of the past is constructed sources D&T: Research and develop design criteria to inform the design products that are fit for purpose History: Begin to understand changes in an aspect of social history from the Anglo-Saxon to today Art: Produce creative work, exploring their ideas and recording their experiences.</p>	Living Things and Their Habitats: Help Our Habitats

Year 5	Earth and Space: Space Presenters	<p>EARTH MATTERS</p> <p>Geography: The Water Cycle and Coasts, mountains, volcanoes, earthquakes, climate zones & biomes Use maps, atlases, and globes to locate countries and describe features studied.</p> <p>Art: Produce creative work, exploring their ideas and recording their experiences.</p> <p>D&T: Select from and use a wider range of tools and equipment to perform practical tasks accurately. Earthquake proof structures Make by selecting from a range of materials, according to their functional properties and aesthetic qualities.</p>	<p>PEOPLE AND PLACES</p> <p>Geography: Compare peoples & places in the UK, Europe & North America. Carryout a structured study of the local area</p> <p>Develop geographical skills by exploring the local environment in a variety of ways and by researching and identifying key features and attractions of the local area.</p> <p>D&T: Mechanical systems Art: Photography of Ansel Adams Record observations in sketchbooks and use them to review and revisit ideas; improve mastery of art and design techniques, including drawing and painting with a range of materials. Improve mastery of art and design techniques including drawing and painting with a range of materials.</p>	Forces: May The Forces Be With You	Properties of Materials: Music Festival Materials	<p>ANCIENT EGYPTIANS</p> <p>History: Know and understand significant aspects of the history of the wider world. Understand the abstract term 'civilisation'. Gain historical perspective by placing their growing knowledge into different contexts Gain and deploy a historically grounded understanding Understand historical concepts such as continuity and change, similarity, difference and significance. Gain historical perspective by placing their growing knowledge into different contexts Geography: Locate the world's countries.</p> <p>D&T: Select from and use a wider range of tools and equipment to perform practical tasks. Use the basic principles of a healthy and varied diet to prepare dishes. Apply their knowledge of how to strengthen, stiffen and reinforce more complex structures</p> <p>Art: Noting and developing initial ideas, drawing on reading and research where necessary.</p>	Changes of Materials: Changing Materials	Living Things and Their Habitats: The Art of Living	<p>ANCIENT GREECE</p> <p>History: To gain and deploy a historically grounded understanding of abstract terms such as 'empire' and 'civilization' Understand Ancient Greece and Greek Life including Greek people and culture. Understand the influence of the Greece on the Western World and the importance of temples and Greek architecture. Geography: Describe and understand key aspects of physical geography and human geography. Art: Improve Mastery of Art and Design techniques D&T: Research design and develop a chiton and Create an Olympic flame</p>		Animals Including Humans: Life Explorers
Year 6	Light: Crime Lab Investigation	<p>THE BATTLE OF BRITAIN</p> <p>History: Study an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066 – a significant turning point in British history (the Battle of Britain To understand how our knowledge of the past is constructed from a range of sources. Geography: Locate the world's countries, using maps to focus on Europe. Name and locate some counties and cities of the United Kingdom.</p> <p>D&T: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose. Art: Produce creative work, exploring their ideas and recording their experiences (based on propaganda)</p> <p>Learn about the Second World War in Europe and why the Battle of Britain was such a significant turning point in British History. Learn about the timeline of events such as the outbreak of the war, the Battle of Britain, the heroic rescue at Dunkirk, the Blitz, the D-Day landings, the liberation of the concentration camps and the celebrations of VE Day. Research the lives of the ordinary people who faced the Blitz and coped with rationing and evacuation. Learn about the inspiring stories and achievements of significant people such as Anne Frank and Winston Churchill.</p>		Electricity: Electric Celebration	Living Things and Their Habitats: Classification Connoisseurs	<p>THE MAYA</p> <p>History: Develop a chronologically secure knowledge and understanding of world history, establishing clear narratives within and across the periods they study. Undertake an in-depth study of a non-European society that provides contrasts with British history- The Maya civilisation.</p> <p>Geography: Researched the location and environment where the Maya lived. Describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle.</p> <p>Learn about the Maya numerals, their maths system and the Dresden Codex. Represent Maya numbers; consider the Maya calendar and compare it to our own system.</p> <p>Art: Gain an increasing awareness of different kinds of art, craft and design. Music: Improvise and compose music for a range of purposes. Appreciate and understand a wide range of high-quality live and recorded.</p>	Evolution and Inheritance : The Game of Survival	Animals Including Humans: The Art of Being Human	<p>A LOCAL HISTORY STUDY</p> <p>History: a depth study linked to one of the British areas of study listed above a study over time tracing how several aspects of national history are reflected in the locality (this can go beyond 1066) a study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality.</p>	<p>GEOGRAPHICAL SKILLS</p> <p>Geography: Locate the world's countries, using maps to focus on Europe (including Russia) and North and South America, concentrating on environmental regions, physical and human characteristics, countries, and major cities Name and locate counties & cities of the UK, geographical regions and identifying human/physical characteristics, key topographical features and land-use patterns; understand how some of these have changed over time Identify the position and significance of latitude, longitude, Equator, Northern/Southern Hemispheres, Tropics of Cancer and Capricorn, Arctic/Antarctic Circles, Prime/ Greenwich Meridian and time zones Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied Use 8 points of a compass, 4- & 6-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the UK and wider world</p>	Second Look Science: The Science of Sport