

KS2 Topic Framework

<u>C= Coverage</u> N = New Learning

<u>R = Recall of prior learning A – Assessment</u>

Terms	Autumn I am Warrior To develop children's knowledge of the Romans and Celts and help children learn about and compare the two cultures and warfare tactics, understand chronology, and study key individuals. .		Spring Blue Abyss To learn about the human uses and physical features of the sea. This project develops children's knowledge of ocean layers, sea exploration, food chains, habitats and pollution.		Summer Misty Mountain Sierra To teach children about the human and physical features of mountain environments. This project develops children's knowledge of mountain formation, settlement, climate zones and the water cycle.	
Topics						
Topic Objectives						
Weeks						
1	Introduction week	C - Art and Design R - Design and make a shield for either a Celtic warrior or a scutum (shield) for a Roman soldier. Investigate the materials, shapes and patterns used for each and make sure their design is sturdy and decorative. Work in pairs to evaluate whether their designs would survive a brutal and bloody battle!	C - Geography N - To explain the position and significance of the Equator, the Northern hemisphere and the southern hemisphere.	C - Music N - Together through Music Project (External Providers)	C - Geography N - To use contour maps to understand how height is represented N - To identify land patterns from contour maps	C - Computing N - To use geocache using GPS technology
2	C - Computing N - To collect images of Italy and use copy and paste to transfer them to a word document	C - Art and Desiign N - Work in pairs to evaluate whether their designs would survive a brutal and bloody battle!	<i>C</i> - Geography N - To compare the climate of the tropics with the UK climate.	C - History N - Find out why the 1872 Royal Navy ship HMS Challenger is considered so important and how its story has contributed to modern oceanography.	C - Geography N - To understand and describe how mountains are formed using technical language.	C - Computing N - Create a 2-D animation of the water cycle using simple stop-motion animation software. Cut out shapes for

3	C - Computing N - To use search engines efficiently to answer key questions about the Roman Empire	C - Geography N - To identify Italy on a world map. N - To identify key features of maps	C - Geography N - To locate the Great Barrier Reef on World map. N - To identify environmental issues and create a poster.	A - Create a short documentary film or presentation about it or write a diary entry in the role of one of the ship's scientists documenting their discoveries. C- History N - Find out about Cornelius Drebbel, the inventor of the first submarine in the early 1600s. Investigate the materials he used and how the first submarines worked.	N - To know the 5 mountain types. C - Geography N - Look at and analyse Ordnance Survey maps of a mountainous region of the UK such as the Lake District or Snowdonia, identifying various local human and physical features. A - Pick an area and describe the main land use, R - Compare different areas	objects on a prepared background. R - Use the correct terminology to create labels and add arrows to show the process as a cycle. C - Computing R - Create a 2-D animation of the water cycle using simple stop-motion animation software. Cut out shapes for objects on a prepared background. R - Use the correct terminology to create labels and add arrows to show the process as a cycle.
					to identify main land uses overall	
4	C - History N - Find out about the life of a gladiator using the web and a range of historical artefacts, images and texts. Research topics such as food, exercise, weapons, the lifestyle of slaves, combat and ultimately their fate.	C - Geography N - To use non-fiction books to research key geographical facts about Italy N - To use geographical language.	C - Music N - Together through Music Project (External Providers)	C - Computing N - Use programming language such as 'move', 'turn', 'repeat' and 'go to', to program an on-screen submarine that dives or surfaces. N - Use an on-screen sprite or draw a submarine with drawing software before converting into a sprite.	C - History N - the achievements of the earliest civilizations - an overview of where and when the first civilizations appeared - The Indus Valley	C - MFL N - To identify countries in the world where German is spoken. N - To great each other in German.

5	C - History	C - MFL	C - Music	C - Computing	C - History	C - MFL
	N - Find out about famous gladiators including Spartacus, Commodus, Crixus, Carpophorus, Marcus Attilius, Priscus and Flamma, Spiculus, Verus and Tetraites. Create a poster about their chosen character, advertising their powerful qualities to other gladiators.	N - To identify countries in the world where Italian is spoken N - To great each other in Italian	N – Together through Music Project (External Providers)	N - Program the submarine using simple commands to go up or down. Add visual backgrounds and bubbling, sonar or other sounds along with other sprites, such as fish that move randomly under the water.	R - the achievements of the earliest civilizations - an overview of where and when the first civilizations appeared - The Indus Valley	R - To great each other in German. N - To identify animals in German. N - To identify male and female nouns and pro-nouns
6	C - Art and Design N - Design and make a shield	C - MFL R - To great each other in	C - Music N - Together through Music	C - Computing A - Use suitable software to		C - MFL R - To great each other in
	for either a Celtic warrior or a scutum (shield) for a	Italian N - To count to 20 in Italian	Project (External Providers)	create a promotional video about the Great Barrier		German. R - To identify animals in
	Roman soldier. Investigate the materials, shapes and	N - To know 10 Italian		Reef. Add a title page and credits (noting the origin of		German.
	patterns used for each and	adjectives		any online video clips used		R - To identify male and
	make sure their design is sturdy and decorative. Work	· ·		for their film) transitions, narration, sound effects and		female nouns and pro-nouns
	in pairs to evaluate whether			music as appropriate.		
	their designs would survive a					
	brutal and bloody battle!					
7	C - Art and Design	C - MFL				Enrichment Week
	R - Design and make a shield	R - To great each other in				
	for either a Celtic warrior or	Italian				
	a scutum (shield) for a	N - To count to 20 in Italian				
	Roman soldier. Investigate the materials, shapes and					
	patterns used for each and	N - To know 10 Italian				
	make sure their design is	adjectives				
	sturdy and decorative. Work					
	in pairs to evaluate whether					

	their designs would survive a	N - To make simple	
	brutal and bloody battle!	descriptions of myself in	
		Italian	
8		Enrichment Week	