

Greenfields Academy (Primary) - Long Term Planning – Topic

Academic Year Overview 2021/22 – Primary 3

Term	Autumn		Spring		Summer	
	1	2	3	4	5	6
	Off with her Head!		Alchemy Island		Urban Explorers	
	<i>History (6 weeks)</i>	<i>Geography (3 weeks)</i>	<i>Geography (4 weeks)</i>	<i>MFL (6 weeks)</i>	<i>Computing (3 weeks)</i>	<i>Geography (4 weeks)</i>
		<i>Computing (2 weeks)</i>	<i>Computing (2 weeks)</i>		<i>History (3 weeks)</i>	<i>Enrichment and Transitions</i>
Weekly Sequence	KEY: C – Coverage N – New Learning R – Recall of prior learning A – Assessment					
1	C – History N – To build a Tudor timeline. N – To place the Tudor period on a timeline. N – To create a Tudor family tree.	C – Geography N – To compare maps from both Tudor and modern day London. N – To find Tudor features which remain today. N – To know where and why most Tudor people settled.	C – Geography N – To explore the map of Alchemy Island. N – To use the key to determine the Island’s human and physical features. N – To identify and plot hills and valleys on the map.	C – Spanish N – To identify countries around the world which speak Spanish. N – To greet each other in Spanish.	C – Computing N – To use digital mapping tools, locate their own city or town and use the zoom to look for particular streets and routes travelled. N – To Zoom out and use the scale rule to identify other towns and cities within a 30 mile radius. N – To zoom further still to identify whether their town or city is in the	C – Geography N – To use web-based satellite mapping tools to view light patterns across the world, making contrasts between the planet’s densely populated and remotest areas. N - To identify various UK cities, revealed as clusters of light by the mapping tools.

					north, south, east or west of the UK.	
2	<p>C – History R – To build a Tudor timeline. R – To place the Tudor period on a timeline. R – To create a Tudor family tree.</p>	<p>C – Geography N – To plot the places where Henry VIII lived on a UK map. N – To research Henry VIII’s houses. N – To create a plan for a Henry VIII house.</p>	<p>C – Geography N – To follow a set of co-ordinates in a map (set 1 route from the Ancient Citadel to where the alchemists live). N – To create a list of all human and physical features that they pass on the route.</p>	<p>C – Spanish R – To greet each other in Spanish. N – To count in Spanish. N – To talk explain and ask age in Spanish.</p>	<p>C – Computing N – To learn how to use a digital camera (including the zoom facility). N - To take close shots of patterns and shapes found in an urban landscape.</p>	<p>C – Geography N – To use a range of source materials such as photographs, the web, non-fiction books, street maps and underground train maps to find out about the urban characteristics of the city of Berlin. N – To compare with maps and plans of their own city or town and show the differences in a chart or table.</p>
3	<p>C – History N – To create a timeline of Henry VIII marriages. N – To develop historical questions for Henry VIII about his marriages. N – To research the reasons of and consequences of his multiples marriages.</p>	<p>C – Geography N – To create maps and plans of the Tower of London. N – To plot Anne Boleyn’s journey to the Tower, and locate her tomb.</p>	<p>C – Geography N – Plot a route from the Au Tor back to the Ancient Citadel and their portal which will help them return home. N – Follow a route using 6 figure co-ordinates. N – To use a piece of string and the map’s scale rule to work out how far in total they have travelled on Alchemy Island.</p>	<p>C – Spanish N – To know the colours in Spanish. N – To identify and describe (colour and size) some nouns in Spanish.</p>	<p>C – Computing N – To take photographs from unusual viewpoints such as from underneath, above and in-between different objects. Look for patterns on drain covers, windows, bricks, graffiti, stonework, glass, sculptures, plaques and paving. N - Upload photographs to the computer and save to a digital folder for later development.</p>	<p>C – Geography R – To use a range of source materials such as photographs, the web, non-fiction books, street maps and underground train maps to find out about the urban characteristics of the city of Berlin. R – To compare with maps and plans of their own city or town and show the differences in a chart or table.</p>

4	<p>C – History N – To explore the alleged crimes of Anne Boleyn. N – To develop arguments for and against her execution.</p>	<p>C – Computing N - To take an initial survey of their classmates to discover how many think Anne was guilty. Use the categories 'strongly agree/agree/don't know/disagree/strongly disagree'. Record this data in a bar or pie chart using Excel.</p>	<p>C – Geography A – To design a fantasy map for a second game or adventure: Alchemy Island 2. Include a range of human and physical features then devise a comprehensive key.</p>	<p>C – Spanish N – To talk describe myself and others in Spanish.</p>	<p>C – History N – To use a range of historical source materials to research the history of their town or city. N - Discover how it has changed over the years.</p>	<p>C – Geography N – To make a map or plan to design an amazing communal area for a fantasy city centre. Think about essential and optional facilities to include such as green space, public toilets, a water feature, or a shelter.</p>
5	<p>C – History N – To explore Tudor crime and punishment.</p>	<p>C – Computing R - To take an initial survey of their classmates to discover how many think Anne was guilty. Use the categories 'strongly agree/agree/don't know/disagree/strongly disagree'. Record this data in a bar or pie chart using Excel.</p>	<p>C – Computing N – To work in pairs using Scratch to trace the route and record where it tells them to go. Find the error and debug the program to send the sprite to the correct destination.</p>	<p>C – Spanish R – To talk about myself in Spanish. N – To order food in Spanish.</p>	<p>C – History/Geography N – To explore examples of historical and commemorative statues or monuments from their own town or city. N - Compare local statues and monuments to those elsewhere in Britain. N – Plot chosen statues on a map of the UK.</p>	<p>Enrichment and Transitions</p>
6	<p>C – History N – T create a life size silhouette of Henry VIII. N – To research Henry VIII's character and how he lived.</p>	<p>Enrichment</p>	<p>C – Computing N – To make a digital image of themselves as a gaming character. N – To look at fantasy games for inspiration and collect ideas in a sketchbook before using technology. N – Use augmented reality apps to place their characters within a game.</p>	<p>C – Spanish A – To complete a restaurant role play/script.</p>	<p>C – History/Geography N – To research (and visit) the history of a prominent city centre building such as a cathedral, church, city hall or train station.</p>	<p>Enrichment and Transitions</p>

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