

**Cuckney C of E Primary School – LTP for Sherwood Class (Cycle A)**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Topic</b>	<u>Street Detectives</u> 	<u>Beat Band Boogie!</u> 	<u>Towers, Tunnels and Turrets</u> 	<u>Land Ahoy!</u> 	<u>Wriggle and Crawl</u> 	<u>Coastline</u> 
<b>Driver Subject</b>	<i>History</i>	<i>Music</i>	<i>D&amp;T</i>	<i>Geography</i>	<i>Science</i>	<i>Geography</i>
<b>Memorable Experience</b>	Walk Around the Local Community/ Sherwood Forest	Watch a Drumming Band	Visit a Local Castle	Visit a Marina/ Boat Yard/ RNLI Station/ Boating Lake	Visit a Woodland, Grassland, Heath, Fen or Wetland/ Butterfly House	Coastal Visit
<b>Innovate Challenge</b>	Improve the Local Area	Join the Duke's Marching Band	Make a Fortress for the Three Little Pigs	Find Pirate Treasure	Minibeast Life Cycle Animation	Design a Coastal Town
<b>English</b>	Old Mother Hubbard- Sarah Catherine Martin Elves and the Shoemaker	This Old Man Pied Piper of Hamelin	London Bridge Rapunzel	The Owl and The Pussycat Sinbad the Sailor	The Old Woman Who Swallowed a Fly- Rose Bonne Anansi the Spider- Gerald McDermott	Katie Morag and the New Pier The Lighthouse Keeper's Lunch
	Recounts and Captions Nursery Rhymes Instructions Adverts Diary Writing	Instructions Labels and Captions Newspaper Reports Narrative Lyrics Invitations	Recounts Reported Speech Narrative Letters Posters	Narrative Information Books Descriptions Poetry Postcards	Lists and Leaflets Instructions Reviews and Information Books Poetry Writing for Different Purposes	Descriptions Adventure Narratives Non-Chronological Reports Persuasive Writing
<b>Maths</b>	Number: Place Value Number: Addition and Subtraction	Number: Addition and Subtraction Measurement: Money Number: Multiplication	Number: Division Statistics Geometry: Properties of Shape	Geometry: Properties of Shape Number: Fractions Measurement: Length and Height	Geometry: Position and Direction Problem Solving and Efficient Methods Measurement: Time	Measurement: Time Measurement: Mass, Capacity and Temperature Investigations
<b>Science</b>	Identifying and Comparing Everyday Materials Identifying Plants in the Local Area	Sound Working Scientifically	Living Things and their Habitats Everyday Materials Working Scientifically	Everyday Materials Working Scientifically	Living Things and their Habitats Animals, including Humans Working Scientifically	Sinking and Floating Working Scientifically
<b>Love to Investigate</b>	How do plants grow in winter?	Can water make music?	Can you make a paper bridge? Where do worms live?	Can you find the treasure?	What is the life cycle of a ladybird? Do snails have noses? Where do snails live?	Will it degrade?

<b>History</b>	Changes Within Living Memory Significant People, Places and Events in Local Area		Castles and Castle Life Significant Individuals- Isambard Kingdom Brunel	Significant Historical People- Captain James Cook & Grace Darling Famous Pirates		Compare Aspects of Life in Different Periods: Jobs in the Past Lives of Significant Individuals: Captain James Cook
<b>Geography</b>	Fieldwork in the Local Area Human and Physical Features Using and Making Maps with Keys	Making Sketch Maps	Amazing Structures around the World Towers and Bridges in the Local Area	Using and Making Maps Location Knowledge Using and Giving Directions	Fieldwork	Human and Physical Features of the Coast Compass Directions Maps
<b>Art &amp; Design</b>	Famous Local Artists Drawing, Painting or Collaging Views from the Local Area	Large-Scale Painting	Sculpture using Natural Materials	Observational Drawing Printing	Observational Drawing Model Making	Wave Paintings
<b>D&amp;T</b>	Selecting Tools and Materials Baking Sign Making Designing Buildings	Making Percussion Instruments	Making Models of Towers, Bridges and Tunnels	Mechanisms Structures	Origins of Food Selecting Natural Materials	<u>Companion Project: Beach Hut</u> Making a Beach Hut
<b>Music</b>		Percussion Listening Improvising Using Voices		Sea Shanties	Play Tuned and Untuned Instruments	Sea Shanties
<b>Computing</b>	Photo Stories Algorithms	Audio Recording	Create Castles using Drawing Software	Programming Using Presentation Software	Creating and Debugging Programs Algorithms Uses of ICT Beyond School Stop Motion Animation Logical Reasoning Digital Presentations	E-Safety
<b>PE</b>	Keeping Fit	Dance	Defend and Attack Games Balance and Co- ordination	Athletics	Dance	Team Games
<b>PSHE</b>	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me