

Class 4 Foundation Subject Curriculum Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Animals including humans (what happens to the food we eat?)	Electricity	Sound	Solids, Liquids and Gases	Living Thing	s and Their Habitats
History and Geography	What happened w cam		Can you come on a great American road trip (Route 66)?	The Victorians	Rivers	Is it better to be a child now?
Art and Design	Animals in Art		Cityscapes		All Work and No Play	
Design and Technology	Paper circuits		Levers		Structures	
Music	Gershwin, Copland (<u>Hoe Down from Rodeo</u>) Ludwig Van Beethoven Symphony No.5 1 st Movement Charanga: <u>Mamma Mia</u>		Charanga: Stop! And Lean on Me Wolfgang Amadeus Mozart (Variations on "Ah, je dirais-vous maman")			Charanga: Oceans, Seas & Rivers *Hamilton Trust: Rivers Franz Joseph Hayden 'Surprise' Symphony
Physical Education	Dance (Haka and Re Sita Small side Gymna (Balances and	-telling Rama and i) d games stics	Invasion Games Dance (cheerleading)	Invasions Games Teamwork	Striking and Fielding	Striking and Fielding Athletics
MFL (French)	Weather	Classroom objects	Animals	Human body		The Gruffalo
RE	What does worship mean?	Christmas Around the World	What do we mean by commitment?	Why did Jesus tell Stories?	What is pilgrimage?	What is Judasism?



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PSHE	Families and Friendships Safe Relationships Respecting Ourselves and Others	Belonging to a Community Media Literacy and Digital Resilience Money and Work	Physical Health and Mental Wellbeing Growing and Changing Keeping Safe
Growth Mindset Focus	From Failure to Success Bouncing Back Doom words	Mindset Trumps Fantastic Elastic Brain	Learning Cereals
Computing	E-Safety - Rings of Responsibility (Digital Literacy & Citizenship) Creating and Publishing Back To The Future Programming & Control - Scratch - Maths Game & Slug Trail (Code It website)	E-Safety - The Key to Keywords (Digital Literacy & Citizenship) The Power Of Words Use Technology For Communication (Cyber Café) Programming & Control - Bug In The Water Cycle	Programming & Control - <u>Sound Monitor Activity</u> Creating and Publishing - <u>Interface Designer</u>