



GREAT SANKEY PRIMARY SCHOOL **Lower Key Stage 2 Yearly Overview Cycle B**

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
MATHS	WRM - Autumn Term		WRM - Spring Term		WRM- Summer Term	
ENGLISH	Autumn Term Units		Spring Term Units		Summer Term Units	
SCIENCE (Working scientifically throughout topics.)	Animals incl humans Functions of the digestive system and compare the different types of teeth and their functions,	Electricity What is electricity and what appliances use it, construct simple circuits and investigate different switches	States of Matter comparisons between solids, liquids and gases, classifying objects and identifying their properties, the water cycle	Living Things and their Habitats identify, sort, group and classify living things, classification keys, man-made & natural habitats, food chains	Sound How sounds are made, and vibrations caused, how sound travels, how to change the pitch and loudness	
HISTORY	Who were the Mayans? A study of life in Mayan civilization cAD900 and achievements		Why is RAF Burtonwood so important to Warrington? A study of RAF Burtonwood and the role it played during WW2. The impact of WW2 on Warrington		How have the Ancient Greeks left their mark? A study of life in Ancient Greece with a particular focus on the Greek legacy of the Olympics and on the Greek influence on the English language	
GEOGRAPHY	What makes the Earth angry? A study on our planet’s natural disasters: earthquakes and volcanoes		How has Warrington changed over time? A local geography study and its changes over time from Burtonwood airbase to Chapelford urban village including wider changes to the town		What would we find at the end of a river? A study of river exploration and the features of a river. A study of the water cycle	
PE	Gymnastics Swimming Invasion Games – Basketball	Real PE – Unit 3 Striking and Fielding – Rounders / cricket Swimming	Dance-Creative Steps Swimming Invasion Games – Basketball	Real PE - Unit 4 Swimming Striking and Fielding – Rounders / cricket	Athletics Swimming Invasion Games - Basketball	Real PE - Unit 5 Swimming Striking and Fielding – Rounders / cricket
COMPUTING	My Online Life E-Safety	Wizard School Creative challenges	Rainforests Exploring virtual reality	Real or Fake Learning about fake news	Hour of Code Coding challenges	T-Shirt Designer Illustrating using an app
ART	Painting (Study of Frederick Stanfield and ‘the Eruption of Vesuvius’ – recreate own paintings. Sculpture (clay Ancient Mayan masks) Drawing (drawings of Mayan masks using oil pastels) Printing (pattern printing from Mayan civilizations)		Painting (Study of expressionists Pollock & Kandinsky and produce paintings in their style) Collage (collages influenced by Pollock & Kandinsky) Drawing (observational drawings of WW2 aircraft) Print & Textiles (create printing blocks linked to Pollock & Kandinsky and print onto fabric and then embellish and decorate – class wall hanging) Digital Media – (create wartime propaganda posters)		Painting (a study of David Hockney’s water pictures and recreate own pieces) Collage (coiling, overlapping to create water effects) Sculpture (sculptures of waves) Drawing (oil pastel drawings of Ancient Greek artefacts) Textiles (tones of blue fabric stitched and quilted)	
DT	Electricity Simple Circuits		Mechanical systems Levers and Linkages		Food Healthy and Varied diet.	
RE	How should we live our lives?					
	Hindu dharma Diwali	Christianity The Bible	Sikhism Beliefs & Values	Christianity Sacrifices	Islam Ramadan	Christianity Love your neighbour
PSHE	Families and Friendships; Respecting Ourselves and Others; Money & Work (Y4)		Growing & Changing; Media Literacy & Digital Resilience; Physical Health & Mental Wellbeing (Y4)		Belonging to a Community; Keeping Safe; Safe Relationships (Y4)	
	‘Together We Learn and Grow’	‘Hopes and Dreams’	‘Safer Internet’	‘Fairtrade Fortnight’	‘Deaf Awareness Week’	‘Refugee Week’
MUSIC	Mamma Mia	Glockenspiel 2	Stop!	Lean on Me	Blackbird	Reflect, Rewind, Replay
FRENCH	School	My Local Area	Family Tree	Carnivals & The Body	Feelings & Jungle Animals	Summertime