



Curriculum Long-Term Plan

Key Stage 1 & 2

September 2016

Castle Primary School - Whole-School Topic Planning

		Autumn	Spring	Summer
Y1 (A)	Science	Seasonal Changes	Everyday Materials Plants	Animals, Including Humans
	History	Significant Historical Person (national)	Changes in Living Memory	Historical Event, Person or Place in Own Locality
	Geography	Human & Physical Geography 1 (UK only) & 2 Geography Skills & Fieldwork 4	Geography Skills & Fieldwork 1,2 & 4	Locational Knowledge 1 & 2
	RE	Beliefs Teachings and Sources 1.1a 1.1b 1.1c	Practices and Ways of Life 1.2a 1.2b 1.2c	Expressing Meaning 1.3a 1.3b 1.3c
	Computing	E-Safety Computer Skills	Word Processing Paint	Coding Scratch
	DT / Art	Drawing and Painting Building Structures	Collage Mechanisms (levers, sliders, wheels and axles)	Printing Food and Nutrition – Preparing Dishes
Y2 (B)	Science	Seasonal Changes	Use of Everyday Materials Plants	Animals, Including Humans Living Things and Their Habitats
	History	Historical Event (national)	Significant Historical Person (international)	Historical Event (international)
	Geography	Human & Physical Geography 1 (World) & 2 Geography Skills & Fieldwork 4	Geography Skills & Fieldwork 3 & 4 Human and Physical Geography 2	Place Knowledge 1 Geography Skills & Fieldwork 4
	RE	Identity, Diversity and Belonging 1.4a 1.4b 1.4c	Meaning Purpose and Truth 1.5a 1.5b 1.5c PSHE Links	Values and Commitments 1.6a 1.6b 1.6c PSHE Links
	Computing	E-Safety Computer Skills – Snipping Tool	Programming Algorithms	Coding Scratch
	DT / Art	Drawing and Painting Building Structures	Textiles Basic Sewing (puppets)	3D and Sculpture Food and Nutrition – Preparing Dishes

Castle Primary School - Whole-School Topic Planning

		Autumn	Spring	Summer
Y3 (A)	Science	Rocks Light	Forces and Magnets Plants	Animals, Including Humans
	History / Geography	Stone Age & Iron Age Human & Physical Geography 1 - Volcanoes / Earthquakes Locational Knowledge 3 Geography Skills & Fieldwork 3	Ancient Egypt Locational Knowledge 1 – Countries & Cities Geographical Skills and Fieldwork 1 & 3	Britain Beyond 1066 Human & Physical Geography 1 – Rivers & Water Cycle Geography Skills & Fieldwork 3
	RE	Beliefs Teachings and Sources 2.1a 2.1b 2.1c 2.1d	Practices and Ways of Life 2.2a 2.2b 2.2c 2.2d	Expressing Meaning 2.3a 2.3b 2.3c 2.3d
	Computing	E-Safety Computer Skills – Presentation Skills	Programming Algorithms	Coding Scratch
	DT / Art	Painting Textiles	Drawing Mechanical Systems and Movement	Collage Food and Nutrition

Y4 (B)	Science	Electricity Sound	States of Matter	Animals, Including Humans Living Things and Their Habitats
	History / Geography	Britain Beyond 1066 – World War 2 Locational Knowledge 2 Geographical Skills and Fieldwork 1 & 3	Roman Empire Locational Knowledge 1 – environmental regions, physical and human characteristics Geographical Skills and Fieldwork 1 & 3	Local History Human and Physical Geography 2 - Economic Activity & Trade Links Geographical Skills & Fieldwork 3
	RE	Identity, Diversity and Belonging 2.4a 2.4b 2.4c 2.4d	Meaning, Purpose and Truth 2.5a 2.5b 2.5c 2.5d PSHE Link	Values and Commitments 2.6a 2.6b 2.6c 2.6d PSHE Link
	Computing	E-Safety Computer Skills	Flowcharts Programming	Scratch Arduino - Basics
	DT /Art	Drawing and Painting Electrical Components	Printing Textiles	3D and Sculpture Food and Nutrition

Castle Primary School - Whole-School Topic Planning

		Autumn	Spring	Summer
Y5 (A)	Science	Earth and Space Forces	Properties & Changes of Materials	Animals, Including Humans Living Things and Their Habitats
	History / Geography	Ancient Greece Geographical Skills and Fieldwork 2 & 3	Britain Beyond 1066 – Tudor Exploration Locational Knowledge 3 Human & Physical Geography 1 – climate zones, biomes and vegetation belts Geographical Skills & Fieldwork 1 & 3	Britain's Settlements by Anglo-Sax. & Scots Human & Physical Geography 2 – types of settlement and land use Geographical Skills & Fieldwork 1 & 3
	RE	Beliefs Teachings and Sources 2.1a 2.1b 2.1c 2.1d	Practices and Ways of Life 2.2a 2.2b 2.2c 2.2d	Expressing Meaning 2.3a 2.3b 2.3c 2.3d
	Computing	E-Safety Flowcharts Algorithms	3D Modelling Programming	Scratch Arduino - Medium
	DT / Art	Drawing – Perspective and Composition Painting Mechanical Systems (cams, pulleys and gears)	3D and Sculpture Textiles	Textiles Food and Nutrition

Y6 (B)	Science	Electricity Light	Evolution and Inheritance	Animals, Including Humans Living Things and Their Habitats
	History / Geography	Britain Beyond 1066 – Victorian Inventions Locational Knowledge 2 Human & Physical Geography 2 – distribution of natural resources Geographical Skills & Fieldwork 3	Non-European Society – Aztec / Mayan Place Knowledge 1 Geographical Skills & Fieldwork 1 & 3	Viking / Anglo-Saxon Struggle for England. Human & Physical Geography 1 – mountains / coasts Geographical Skills & Fieldwork 3
	RE	Identity, Diversity and Belonging 2.4a 2.4b 2.4c 2.4d	Meaning, Purpose and Truth 2.5a 2.5b 2.5c 2.5d PSHE Link	Values and Commitments 2.6a 2.6b 2.6c 2.6d PSHE Link
	Computing	E-Safey Comic Book Computer Art	Stop Motion Animation Code Programming	Scratch Arduino – Advanced Raspberry Pi
	DT / Art	Drawing and Painting Electrical Components & Computer Controlled Products	Printing Food and Nutrition	Collage Textiles