



WAULUD PRIMARY SCHOOL CURRICULUM

Years 1 and 2 (A)

	Autumn Term		Spring Term		Summer Term	
	What would Traction Man find exciting about Marsh Farm?		Where would you prefer to live: Britain or Africa?		We are Time Travellers!	
Science	Materials		Y1 – Animals Y2 – Living things and their habitats		Y1 – Plants Y2 - Plants	Y1 – Animals, including humans Y2 – Animals, including humans
	Ongoing – Year 1 - Seasonal / weather changes					
History					Significant people and events linked to transport: Amelia Earhart / Amy Johnson, Wright Brothers, George Stephenson, Henry Ford	
Geography	Local geography Yr 1 – School environment Yr 2 – Wider Marsh Farm area		Contrasting localities			
Art & Design	L.S. Lowry Colour and Texture Digital Media - Photography		African Tribal Art - Martin Bulinya Printing, pattern and colour			
Design & Technology		Design and make a chair for Traction Man (Wood)	Cookery: African food		Vehicles: Wheels and Axles (Cardboard and wooden dowelling)	
RE	How and why do we celebrate special times? (Unit 5)	What can we learn from sacred books and stories? (unit 7)	How do we show we care for others? (Unit 8)		Who is Jewish and what do they believe? (Unit 3)	
Music						
PE Year 1	Fundamental Movement Skills / Games skills(ball skills)	Fundamental Movement Skills / Aesthetic (gym)	Aesthetic (gym) / Aesthetic (dance)	Aesthetic (dance) / Games skills (principles of target games)	Fundamental Movement Skills / Games skills (net/wall)	Fundamental Movement Skills (athletics) / Games skills (striking/fielding)
PE Year 2	Fundamental Movement Skills / Games skills (target games)	Fundamental Movement Skills / Aesthetic (gym)	Aesthetic (gym) / Aesthetic (dance)	Aesthetic (dance) / Games skills (invasion games)	Fundamental Movement Skills / Games skills (net/wall)	Fundamental Movement Skills (athletics) / Games skills (striking/fielding)
Computing Year 1	Unit 1.5 – We are Storytellers	Unit 1.6 – We are celebrating	Unit 1.1 – We are treasure hunters	Unit 1.4– We are Collectors	Unit 1.2 – We are Chefs	Unit 1.3 – We are Painters
Computing Year 2	Unit 2.3 – We are photographers	Unit 2.1 – We are astronauts	Unit 2.4 – We are researchers	Unit 2.2 – We are Game Testers	Unit 2.6 – We are Zoologists	Unit 2.5 – We are Detectives



WAULUD PRIMARY SCHOOL CURRICULUM

Years 1 and 2 (B)

	Autumn Term		Spring Term		Summer Term	
	Why can't a meerkat live in the North Pole?		Why are our toys more fun than Grandma and Grandad's old toys?		Mad as a Hatter	
Science	Y1 – Animals Y2 – Habitats and Living Things		Materials		Y1 – Plants in and around Luton / school garden Y2 - Plants	Y1 – Animals, including humans Y2 – Animals, including humans
Ongoing – Year 1 - Seasonal / weather changes						
History			Toys – Past and present		Local history and events (Luton Hat Industry)	
Geography	Contrasting Localities – Hot places, Cold places					
Art & Design	Vincent Van Gogh: Sunflowers vs Starry Night Drawing and painting – observations, line, shape, form, space				Learning about local craft-makers – Straw Hats Weaving / Sculpture	
Design & Technology			Moving Toys (Levers and sliders) Card / Paper		Design and make own hats (card/straw) Cookery: Growing and making salads	
RE	What does it mean to belong? (Unit 1)	What makes some places special? (Unit 6)	Who is a Christian and what do they believe? (Unit 2)		Why should we care for the Earth? (Unit 9)	Who is an inspiring person? (unit 10)
Music						
PE Year 1	Fundamental Movement Skills / Games skills (ball skills)	Fundamental Movement Skills / Aesthetic (gym)	Aesthetic (gym) / Aesthetic (dance)	Aesthetic (dance) / Games skills (principles of target games)	Fundamental Movement Skills / Games skills (net/wall)	Fundamental Movement Skills (athletics) / Games skills (striking/fielding)
PE Year 2	Fundamental Movement Skills / Games skills (target games)	Fundamental Movement Skills / Aesthetic (gym)	Aesthetic (gym) / Aesthetic (dance)	Aesthetic (dance) / Games skills (invasion games)	Fundamental Movement Skills / Games skills (net/wall)	Fundamental Movement Skills (athletics) / Games skills (striking/fielding)
Computing Year 1	Unit 1.5 – We are Storytellers	Unit 1.6 – We are celebrating	Unit 1.1 – We are treasure hunters	Unit 1.4– We are Collectors	Unit 1.2 – We are Chefs	Unit 1.3 – We are Painters
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WAULUD PRIMARY SCHOOL CURRICULUM

Years 3 and 4 (A)

	Autumn Term		Spring Term		Summer Term	
	Why were the Romans so powerful and what did we learn from them?		How would you survive without water?		Were the Anglo-Saxons really smashing?	
Science	Electricity	Sound	States of Matter / Water cycles		Y3 – Plants Y4 – Living Things and their Habitats	Y3 – Animals (Humans, skeletons, muscles, nutrition) Y4 – Animals (Digestive system, teeth)
History	The Roman Empire and its impact on Britain				Britain's settlement by Anglo-Saxons and Scots	
Geography			Local geography, Features of a river / River Lea Types of settlement, Field Work		Land patterns, Human physical, Map – settlements and kingdoms, Major cities, Hills, mountains and land patterns	
Art & Design			Georgia O’Keeffe (Plants and Flowers): Sketching, charcoal, observations, drawing, water colours, pastels		Anglo-Saxon clay pendant / miniature shields Saxon patterns, sketching	
Design & Technology	Design and Make a Roman Catapult - Pulleys, Levers, Wheels, Axles (Wood, spring and elastic band system) Jewish Bread – Challah (linked to RE)					Textiles: Saxon money pouches (Felt – running stitch, cross stitch, blanket stitch)
RE	What does it mean to be a Jew? (Unit 10)		How and why do believers show their commitments during the journey of life? (Unit 2)	What do religions teach about the natural world and why should we care about it? (Unit 6)	Where, how and why do people worship? (Unit 1)	
Music						
PE Year 3	Games Invasion (Tag/Dodgeball) / Dance	Gym / OAA (Team-building)	Games (Badminton/Tennis) / Gym	Dance / Swimming	Athletics / Swimming	Games (Rounders / Cricket) / Swimming
PE Year 4	Games Invasions (Tag/Dodgeball) / Swimming	Indoor Athletics / Swimming	Gym / Swimming	Games (striking/fielding) / Dance	Athletics / games (Tennis/Volleyball)	Games (Ultimate Frisbee) / OAA (Problem solving)
Computing Year 3	Unit 3.1 – We are programmers	Unit 3. –We are communicators	Unit 3.4 – We are Network Engineers	Unit 3.2 – We are bug fixers	Unit 3.3 – We are presenters	Unit 4.6 – We are Meteorologists
Computing Year 4	Unit 4.1 – We are musicians	Unit 4.2 – We are toy makers	Unit 4.5 – We are co-authors	Unit 3.6 – We are opinion pollsters	Unit 4.4 – We are HTML Editors	Unit 4.1 – We are Software Developers



WAULUD PRIMARY SCHOOL CURRICULUM

Years 3 and 4 (B)

	Autumn Term		Spring Term		Summer Term	
	Who first lived in Britain?		What would we see on a journey to the centre of the earth?		What is life like in the Mediterranean?	
Science	Forces and Magnets	Light	Rocks and Soils		Y3 – Plants Y4 – Living Things and their Habitats	Y3 – Animals (Humans, skeletons, muscles, nutrition) Y4 – Animals (Digestive system, teeth)
History	Stone Age to Iron Age		Historical events linked to volcanoes e.g. Mt. Vesuvius, Mt. Etna		Ancient Greece Greek life and achievements Influence on life in the Western World	
Geography			Volcanoes: Physical geography, Earthquakes, Mountains		Comparing Mediterranean to the UK Weather and cities in Europe Map work	
Art & Design	History of Art: Lascaux (Artist) – Cave Art Using different media – creating paints using natural ingredients and sand Banksy and street art: line, shape, form, stencilling, digital media		Sculpture (volcanoes): Papier mache, strengthening and reinforcing structures.			
Design & Technology					Moving animals (mechanisms – cams and levers) Cookery: Greek salad, Pizzas	
RE	What are the deeper meanings of festivals? (Unit 4)		How and why does a Christian follow Jesus? (Unit 5)		How should we live and who should inspire us? (Unit 3)	
Music						
PE Year 3	Games Invasion (Tag/Dodgeball) / Dance	Gym / OAA (Team-building)	Games (Badminton/Tennis) / Gym	Dance / Swimming	Athletics / Swimming	Games (Rounders / Cricket) / Swimming
PE Year 4	Games Invasions (Tag/Dodgeball) / Swimming	Indoor Athletics / Swimming	Gym / Swimming	Games (striking/fielding) / Dance	Athletics / games (Tennis/Volleyball)	Games (Ultimate Frisbee) / OAA (Problem solving)
Computing Year 3	Unit 3.1 – We are programmers	Unit 3. –We are communicators	Unit 3.4 – We are Network Engineers	Unit 3.2 – We are bug fixers	Unit 3.3 – We are presenters	Unit 4.6 – We are Meteorologists
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WAULUD PRIMARY SCHOOL CURRICULUM

Years 5 and 6 (A)

	Autumn Term		Spring Term		Summer Term	
	What would a journey through your body look like?	Why was the Islamic Civilization around AD900 known as the 'Golden Age'?	Were the Vikings always victorious and vicious?		Could I be the next Q Branch apprentice? (Stormbreaker)	
Science	Animals, including humans: Circulatory system Diet	Y5 – Living Things and their habitats Y6 – Living Things and their habitats	Light		Electricity	Y5 – Animals, including humans (old age) Y6 – Evolution and Inheritance
History	Early Islamic civilization		The Vikings			
Geography	Water cycle				Get me out of Here! – Map work, compasses	
Art & Design			Viking Warriors in action Alberto Giacometti Emil Nolde (Wildly Dancing Children) Sketching and drawing people in action: pencil, charcoal, paint, oil colours Sculptures - using wire and Modroc		Salvador Dali – Surrealism Creating mood through: Colour, ink, line, space, shape and form	
Design & Technology	Healthy Living and Savoury Dishes (Food Packaging)	Textiles: Islamic textile art (embroidery)			Electrical Buzzer Game – switch, buzzer, bulb, motor	
RE	What does it mean to be a Muslim? (Unit 15)		Why do some people inspire others? (Unit 9)		Values: What matters most to Humanists and to Christians? (Unit 10)	
Music						
PE Year 5	Games Invasion (Hockey/Football) / Gym	Indoor athletics / FMS (Circuit training)	Games (Badminton / Volleyball) / Dance	Games (Rounders/ Cricket) / Dance specialist	Gym	OAA Orienteering / FMS (Multi skills fitness)
PE Year 6	Games Invasion (Football /Dodgeball) / Gym	Indoor Athletics / OAA	Games (Netball / Tennis) / Dance	Gym / FMS (Circuit training)	Athletics / Games (Softball / cricket)	OAA Orienteering / Games (Ultimate Frisbee)
Computing Year 5	Unit 5.3 – We are artists	Unit 5. 1 – We are Game developers	Unit 5.5 – We are Bloggers	Unit 5.6 – We are architects	Unit 5.4 – We are web developers	Unit 5.2 – We are Cryptographers
Computing Year 6	Unit 6.1 – We are app planners	Unit 6.4 – We are interface designers	Unit 6.5 – We are mobile app developers	We are Controllers	We are Game Designers	We are Builders



WAULUD PRIMARY SCHOOL CURRICULUM

Years 5 and 6 (B)

	Autumn Term		Spring Term		Summer Term	
	Why should the rainforest be important to us all?		Vauxhall and World War II		Could you be the next CSI investigator?	How can we re-discover the wonders of Ancient Egypt?
Science	Forces	Earth and Space	Y5 – Animals, including humans (old age) Y6 – Evolution and Inheritance	Y5 – Living Things and their habitats Y6 – Living Things and their habitats	Properties and changes of materials	
History			Local history (Vauxhall) World War II		Ancient Egyptians	
Geography	Brazil Rainforests					
Art & Design	Romero Britto (Brazilian artist): Textiles, line and colour Printing, dyeing, weaving and stitching to create different textural effects (Inspiration for decorating carnival float)		Pablo Picasso / Andy Warhol: self-portraits and digital media Drawing and painting - pencil, charcoal, pastels		Clay Sarcophagus' (pencil cases)	
Design & Technology	Carnival float – circuit and pulley system (Wood)		Cooking and Nutrition: Digging for Victory (Healthy alternatives)			
RE	Justice and poverty: can religions help to build a fair world and make poverty history? (Unit 13)		Why is pilgrimage important to some religious believers?(Unit 11)	What will make our town a more respectful place? (Unit 14)	'How do people live through good times and hard times?' (Unit 12)	
Music						
PE Year 5	Games Invasion (Hockey/Football) / Gym	Indoor athletics / FMS (Circuit training)	Games (Badminton / Volleyball) / Dance	Games (Rounders/ Cricket) / Dance specialist	Gym	OAA Orienteering / FMS (Multi skills fitness)
PE Year 6	Games Invasion (Football /Dodgeball) / Gym	Indoor Athletics / OAA	Games(Netball / Tennis) / Dance	Gym / FMS (Circuit training)	Athletics / Games (Softball / cricket)	OAA Orienteering / Games (Ultimate Frisbee)
Computing Year 5	Unit 5.3 – We are artists	Unit 5. 1 – We are Game developers	Unit 5.5 – We are Bloggers	Unit 5.6 – We are architects	Unit 5.4 – We are web developers	Unit 5.2 – We are Cryptographers
Computing Year 6	Unit 6.1 – We are app planners	Unit 6.4 – We are interface designers	Unit 6.5 – We are mobile app developers	We are Controllers	We are Game Designers	We are Builders



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