



Based on Unity Schools Dates

6th September 2021 - 21st July 2022

Emerald Class Long Term Plan

INCREASED FREQUENCY PLAN USING LEARNING MODULES

We reflect and respond to national guidance. Recently, Ofsted have published numerous subject reviews that give us a clear view about how to refine and evolve our curriculum offer.

National Key Messages:

1. Science will be under scrutiny; a hinge point of curriculum design, it needs more time and extended learning opportunities to realise the ambitious content.
2. PSHE, RE and Music need to be prioritised and given proportionally more time and status, which in turn raises the accountability for these subjects.

To ensure we have sufficient time available, we have evolved and written an alternative model of CUSP curriculum design. Building on the success of the modular approach, we have increased the focus on interleaving over a 6-week cycle that repeats twice a term.

We have decided to increase the time and length of science modules by delivering them on a weekly basis of 90 minutes or more. This has enabled us to reclaim additional time so that further sessions can be planned in to the sequence to support the practical element of working scientifically. It has also enabled us to release time for new modules to enrich the wider curriculum, such as more mapping and fieldwork opportunities in Geography.

Week 1		Week 2		Week 3	
PE	Geography	PE	History	PE	Computing
Music	RE	Music	RE	Music	RE
Geography	PE	History	PE	Computing	PE
Art	Art	Art	Art	Art	Art
Maths	Geography	Maths	History	Maths	Computing

Week 4		Week 5		Week 6	
PE	Geography	PE	History	PE	Computing
Music	RE	Music	RE	Music	RE
Geography	PE	History	PE	Computing	PE
DT	DT	DT	DT	DT	DT
Maths	Geography	Maths	History	Maths	Computing

We have suggested at least one double module afternoon above to enable practical subjects like Art or DT to focus for the whole afternoon weekly and not lose time in set up and clearing up. Therefore, there are 5 module slots per week – a double for Art / DT on a rota (see below) and 3 slots for one of Geography/History/Computing per week, enabling those subjects to revisit every 3 weeks.

This model also enables us to make provision for 45 minutes – 1 hour each week for RE and Music. CUSP Reading and Writing is planned over a 28 week programme of study to allow for transition and phonic progression. Y2 - 5 Reading and writing is planned over a 34 week programme of study. Y6 is planned over a 30 week programme of study, allowing for revision modules and transition tasks.

Suggested timetable options – KS2

Autumn 2021	Spring 2022	Summer 2022
CUSP Reading <ul style="list-style-type: none"> Pebble in my Pocket. Greta and the Giant. Leon and the Place Between. 'Twas the Night before Christmas Anon. 	<ul style="list-style-type: none"> Sam Wu is Not Afraid of the Dark. My Shadow Robert Louis Stephenson. Operation Gadgetman. 	<ul style="list-style-type: none"> Dancing Bear. The Magician's Nephew.
CUSP Writing <ul style="list-style-type: none"> Poetry on a theme (emotions) builds on CUSP E-safety. Non-chronological reports builds on CUSP Rocks and fossils. First person narrative descriptions – builds on CUSP Art drawing and observation. Dialogue through narrative (historical stories) builds on CUSP The Iron Age. Formal letters to complain. Performance poetry (including poetry from other cultures). 	<ul style="list-style-type: none"> Non-chronological reports – builds on CUSP UK study. Third person narrative (animal stories). Performance poetry (including poetry from other cultures). Advanced instructional writing. First person narrative descriptions – builds on CUSP UK study. 	<ul style="list-style-type: none"> Dialogue through narrative (historical stories) – builds on CUSP Roman study. Poetry on a theme. Formal letters to complain – builds on CUSP Healthy diets. Third person narrative (animal stories). Advanced instructional writing – builds on CUSP materials, tye-dye, weave and sew.
Maths		
CUSP Art and Design <ul style="list-style-type: none"> Drawing and painting Printmaking 	<ul style="list-style-type: none"> Printmaking Textiles and collage 	<ul style="list-style-type: none"> Textiles and collage 3D
Computing <ul style="list-style-type: none"> Networks and the internet Emailing 	<ul style="list-style-type: none"> Programming Digital literacy Databases 	<ul style="list-style-type: none"> Databases Online Safety
Design and Technology (Kapow) <ul style="list-style-type: none"> Textiles Electrical systems - torches 	<ul style="list-style-type: none"> Mechanical systems – pneumatic toy Electrical systems – static electricity 	<ul style="list-style-type: none"> Food technology – eating seasonally Structures – constructing a castle
CUSP Geography <ul style="list-style-type: none"> Fieldwork – human and physical features 	<ul style="list-style-type: none"> UK Study 	<ul style="list-style-type: none"> Revisit human and physical features NEW OS maps and scale
CUSP History <ul style="list-style-type: none"> Stone Age – Iron Age 	<ul style="list-style-type: none"> Stone Age – Iron Age Rome and the impact on Britain 	<ul style="list-style-type: none"> Rome and the impact on Britain
Music <ul style="list-style-type: none"> 	Music <ul style="list-style-type: none"> 	Music <ul style="list-style-type: none">
MfL <ul style="list-style-type: none"> Les instruments Les légumes 	MfL <ul style="list-style-type: none"> En classe Les vêtements 	MfL <ul style="list-style-type: none"> Les habitats Boucle d'Or et les Trois Ours
PE <ul style="list-style-type: none"> Multi-Skills Invasion Games 	PE <ul style="list-style-type: none"> Dance Gymnastics 	PE <ul style="list-style-type: none"> Striking and Fielding Swimming Sports Day
PSHE <ul style="list-style-type: none"> Beginning and belonging Digital lifestyles (covered through computing) Family and friends Anti-bullying Conflict Resolution 	PSHE <ul style="list-style-type: none"> Working together Financial capability Sex and relationship education 	PSHE <ul style="list-style-type: none"> Managing safety and risk Healthy lifestyles
Discovery RE <ul style="list-style-type: none"> Who are the saints of God and why are they important? What are the special religious texts? 	<ul style="list-style-type: none"> What do people believe about the creation of our world? Is Easter a festival of new life or sacrifice? 	<ul style="list-style-type: none"> What is important for Jews about being part of God's family? What do we mean by the bread of life?
CUSP Science <ul style="list-style-type: none"> Rocks Animals, including humans Revisit Rocks 	<ul style="list-style-type: none"> Forces and magnets Light 	<ul style="list-style-type: none"> Plants

Suggested Sequence

YEAR 3 Autumn 2021				Weekly Science		
6/9	Geography	Fieldwork – human and physical features	Cycle 1	How are rocks formed?	Rocks	
	Art	Drawing and painting				
13/9	History	Stone Age – Iron Age		What types of rocks are there?		
	Art	Drawing and painting				
20/9	Computing	Online safety (in accordance with PSHE curriculum)		Can rocks change?		
	Art	Drawing and painting				
27/9	Geography	Fieldwork – human and physical features		How can we test a rock to see if it is limestone or chalk?		
4/10	History	Stone Age – Iron Age		Is soil just dirt? What makes soil?		
11/10	Computing	Online Safety (in accordance with PSHE curriculum)	How are fossils formed?			
18/10						
25/10	Half Term					
1/11	Geography	Fieldwork – human and physical features	Cycle 2	What effect does the food we eat have?	Animals, including humans	
	Art	Drawing and painting				
8/11	History	Stone Age – Iron Age		Where is my skeleton and what does it do?		
	Art	Drawing and painting				
15/11				Where are my muscles and what do they do?		
	Art	Printmaking				
22/11	Geography	Fieldwork – human and physical features				
29/11	History	Stone Age – Iron Age		How are rocks formed and what types are there?		Revisit Rocks
6/12			Remember: how can rocks change?			
13/12	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you, for example you could use it to support local mapwork, science fieldwork or museum visits.		Remember: how are fossils formed and how do we know?			
20/12	Christmas break					

YEAR 3 Spring 2022				Weekly Science		
3/1	Geography	UK Study		Cycle 3	Forces and magnets	What are contact forces?
	Art	Printmaking				How do surfaces affect the motion of an object?
10/1	History	Stone Age – Iron Age				How does friction affect moving objects?
	Art	Printmaking				What is a non-contact force? How is this different to a contact force?
17/1	Computing	Programming - Scratch				How do magnets attract and repel?
	Art	Printmaking				Which materials are magnetic? Forces and magnetism summary
24/1	Geography	UK Study				
	DT	Mechanical systems – pneumatic toy				
31/1	History	Stone Age – Iron Age				
	DT	Mechanical systems – pneumatic toy				
7/2	Computing	Programming - Scratch				
	DT	Mechanical systems – pneumatic toy				
14/2	Geography	UK Study				
	Art	Textiles and collage				
21/2	Half term					
28/2	History	Rome and the impact on Britain		Cycle 4	Light	Do we need light to see things? Remember: what are light sources and what are not light sources?
	Art	Textiles and collage				How are shadows formed?
7/3	Computing	Digital literacy				
	Art	Textiles and collage				What happens to the size of a shadow when the object moves closer to, or away from, the light source?
14/3	Geography	UK Study				
	DT	Electrical systems – static electricity				
21/3	History	Rome and the impact on Britain				
	DT	Electrical systems – static electricity				
28/3	Computing	Databases				
	DT	Electrical systems – static electricity				
4/4	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you, for example you could use it to support local mapwork, science fieldwork or museum visits.					
Easter break						

YEAR 3 Summer 2022			Weekly Science		
25/4	Geography	Revisit human and physical features	Cycle 5	What are the parts of a flowering plant? What do they do?	Plants
	Art	Textiles and collage			
2/5	History	Rome and the impact on Britain			
	Art	Textiles and collage			
9/5	Computing	Databases		Do all plants need the same things to thrive and grow?	
	Art	3D			
16/5	Geography	Revisit human and physical features			
	DT	Food technology – eating seasonally			
23/5	History	Rome and the impact on Britain		How do leaves make food for the plant?	
	DT	Food technology – eating seasonally			
30/5	Half Term				
6/6	Computing	Online Safety			
	DT	Food technology – eating seasonally			
13/6	Geography	NEW – OS maps and scale	Cycle 6	How does water move through a plant?	Plants
	Art	3D			
20/6	History	Rome and the impact on Britain			
	Art	3D			
27/6	Computing	Online Safety		What do flowers do?	
	Art	3D			
4/7	Geography	NEW - OS maps and scale			
	DT	Structures – constructing a castle			
11/7	History	Rome and the impact on Britain		What is pollination?	
	DT	Structures – constructing a castle			
18/7	Computing	Online Safety			
	DT	Structures – constructing a castle			
22/7	Summer break				

Autumn 2021	Spring 2022	Summer 2022
CUSP Reading <ul style="list-style-type: none"> The Queen’s Nose. The Boy at the back of the class. The Raven – Edgar Allen Poe. 	<ul style="list-style-type: none"> Young, Gifted and Black. Wind in the Willows. Caged Bird. Maya Angelou. The Walrus and the Carpenter – Lewis Carroll. 	<ul style="list-style-type: none"> Varjak Paw. The girl who stole an elephant. The Jabberwocky – Lewis Carroll.
CUSP Writing <ul style="list-style-type: none"> Third person adventure stories – builds on CUSP habitats. Newspaper reports – builds on CUSP Anglo-Saxons and Viking struggle for England. First person diary entries (imaginative) – builds on CUSP Vikings. Poems which explore form. Persuasive writing (advert). Stories from other cultures – builds on CUSP world locations. 	<ul style="list-style-type: none"> Poems which explore form. Explanatory texts – builds on CUSP human digestion. Critical analysis of narrative poetry. Stories from other cultures – builds on CUSP World countries. Persuasive writing – builds on CUSP electrical systems. 	<ul style="list-style-type: none"> Newspaper reports – builds on CUSP Ancient Egyptians. First person diary entries (imaginative) – builds on CUSP Archaeologists and Tutankhamun. Explanatory texts – builds on CUSP states of matter. Critical analysis of narrative poetry. Third person adventure stories.
Maths		
Art and Design <ul style="list-style-type: none"> Drawing Painting 	<ul style="list-style-type: none"> Printmaking 	<ul style="list-style-type: none"> 3D
Computing <ul style="list-style-type: none"> Online safety Further coding with Scratch 	<ul style="list-style-type: none"> Investigating weather Website design 	<ul style="list-style-type: none"> Collaborative learning Computational thinking
Design and Technology <ul style="list-style-type: none"> Food technology Electrical systems - torches 	<ul style="list-style-type: none"> Mechanical systems – slingshot car Structures - Pavilions 	<ul style="list-style-type: none"> Textiles - fastenings
Geography <ul style="list-style-type: none"> Rivers Latitude and longitude 	<ul style="list-style-type: none"> Latitude and longitude Water cycle 	<ul style="list-style-type: none"> Rivers revisited Fieldwork and mapping
History <ul style="list-style-type: none"> Anglo-Saxons 	<ul style="list-style-type: none"> Vikings Ancient civilisation - Egypt 	<ul style="list-style-type: none"> Ancient civilisation - Egypt
Music <ul style="list-style-type: none"> 	Music <ul style="list-style-type: none"> 	Music <ul style="list-style-type: none">
MfL <ul style="list-style-type: none"> Core vocabulary J’apprends le francais 	MfL <ul style="list-style-type: none"> Les animaux Les fruits 	MfL <ul style="list-style-type: none"> Je peux... Le Petit Chaperon Rouge
PE <ul style="list-style-type: none"> Multi-Skills Invasion Games 	PE <ul style="list-style-type: none"> Dance Gymnastics 	PE <ul style="list-style-type: none"> Striking and Fielding Swimming Sports Day
PSHE <ul style="list-style-type: none"> Rules and responsibilities Digital lifestyles (covered through computing) My emotions Anti-bullying 	PSHE <ul style="list-style-type: none"> Diversity and communities Drug Education 	PSHE <ul style="list-style-type: none"> Personal safety Sex and relationships education Managing change
RE <ul style="list-style-type: none"> How and why are churches different? What moral guidance do sacred texts provide? 	<ul style="list-style-type: none"> Why is prayer important to Muslims? Why should we give peace a chance? 	<ul style="list-style-type: none"> Is it fair? Why do some people go on a spiritual journey?
Science <ul style="list-style-type: none"> Living things and their habitats Electricity 	<ul style="list-style-type: none"> Animals, including humans 	<ul style="list-style-type: none"> Sound States of matter

Suggested Sequence

YEAR 4 Autumn 2021				Weekly Science		
6/9	Geography	Rivers	Cycle 1	What are the characteristics of living things?	Living things and their habitats	
	Art	Drawing				
13/9	History	Anglo-Saxon Kingdoms				What animals are vertebrates?
	Art	Drawing				
20/9	Computing	Online safety				What animals are invertebrates?
	Art	Drawing				
27/9	Geography	Rivers		What groups are plants classified in?		
	DT	Food technology				
4/10	History	Anglo-Saxon Kingdoms		What is classification? How do I use a key?		
	DT	Food technology				
11/10	Computing	Online safety	What happens if the environment in a habitat changes?			
	DT	Food technology				
18/10	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you, for example you could use it to support local mapwork, science fieldwork or museum visits.					
25/10	Half Term					
1/11	Geography	Rivers	Cycle 2		Living things and their habitats	
	Art	Painting				
8/11	History	Anglo-Saxon Kingdoms				
	Art	Painting				
15/11	Computing	Further coding with scratch		What appliances use electricity? What sort of power makes them work?	Electricity	
	Art	Painting				
22/11	Geography	Latitude and longitude		What are the components in a simple series circuit?		
	DT	Electrical systems - torches				
29/11	History	Anglo-Saxon Kingdoms		What are the effects of changing circuit components and batteries?		
	DT	Electrical systems - torches				
6/12	Computing	Further coding with scratch				
	DT	Electrical systems - torches				
13/12	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you, for example you could use it to support local mapwork, science fieldwork or museum visits.					
20/12	Christmas break					

YEAR 4 Spring 2022				Weekly Science		
3/1	Geography	Latitude and longitude		Cycle 3	Animals, including humans	What teeth do humans have? What do they do?
	Art	Printmaking				How does our mouth and teeth help digestion? What's the process?
10/1	History	Vikings				Can teeth tell us what animals eat?
	Art	Printmaking				What are the parts of the digestive system? What do they do?
17/1	Computing	Investigating weather				How does digestion work? What's the process?
	Art	Printmaking				How does digestion work? What's the process?
24/1	Geography	Latitude and longitude				
	DT	Mechanical systems – slingshot car				
31/1	History	Vikings				
	DT	Mechanical systems – slingshot car				
7/2	Computing	Investigating weather				
	DT	Mechanical systems – slingshot car				
14/2	Geography	Water cycle				
	Art	New module?				
21/2	Half term					
28/2	History	Vikings		Cycle 4	Animals, including humans	What are food chains How do they work?
	Art	New module?				How do I construct and interpret a food chain?
7/3	Computing	Website design				SUMMARY How are teeth, digestion and food chains connected
	Art	New module?				
14/3	Geography	Water cycle				
	DT	Structures - Pavilions				
21/3	History	Ancient civilisation - Egypt				
	DT	Structures - Pavilions				
28/3	Computing	Website design				
	DT	Structures - Pavilions				
4/4	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you, for example you could use it to support local mapwork, science fieldwork or museum visits.					
Easter break						

YEAR 4, Summer 2022			Weekly Science		
25/4	Geography	Rivers	Cycle 5	What is sound?	Sound
	Art	3D			
2/5	History	Ancient civilisation - Egypt		How does sound travel?	
	Art	3D			
9/5	Computing	Collaborative learning		What is the pitch and loudness of sound?	
	Art	3D			
16/5	Geography	Rivers			
	DT	Textiles - fastenings			
23/5	History	Ancient civilisation - Egypt			
	DT	Textiles - fastenings			
30/5	Half Term				
6/6	Computing	Collaborative learning	Cycle 6	What is matter? What does 'state' mean?	States of matter
	DT	Textiles - fastenings			
13/6	Geography	NEW - fieldwork and mapping		What are solids, liquids and gases?	
	Art	New module?			
20/6	History	Ancient civilisation - Egypt		Melting: how do materials change state?	
	Art	New module?			
27/6	Computing	Computational thinking		Evaporating: how do materials change state?	
	Art	New module?			
4/7	Geography	NEW - fieldwork and mapping		Condensing: how do materials change state?	
	DT	School study			
11/7	History	Ancient civilisation - Egypt	Summary: how do materials change their state of matter?		
	DT	School study			
18/7	Computing	Computational thinking			
	DT	School study			
22/7	Summer break				