Invasion
Curriculum Map

Computing
Unit 4.1 Coding
- To begin to understand selection in computer programming.
- To understand how an IF statement works.
- To understand what a variable is in programming.
- To create a playable game.

Unit 4.2—Writing for Different Audiences
⇒ To explore how font size and style can affect the impact of a text.
⇒ To use a simulated scenario to produce a news report.
⇒ To use a simulated scenario to write for a community campaign

Design Technology

Warp and Weft:
This project teaches children about the artform of weaving and how it has developed over time

Fresh Food, Good Food
This project teaches children about food decay and preservation. The children prepare, package and evaluate a healthy snack.

History

Invasion

This project teaches children about life in Britain after the Roman withdrawal. Children will learn about Anglo-Saxon and Viking invasions up to the Norman conquest.

Art and Design

Contrast and Complement
This project teaches children about colour theory by studying the colour wheel and colour mixing. It includes an exploration of tertiary colours, warm and cool colours, complementary colours and analogous colours, and how artists use colour in their artwork

Music

Musical Spotlight:
Musical Structure
Exploring Feelings When You Play
Social Question:
How Does Music Bring Us Together?
How Does Music Connect Us To Our Past?

Geography

Interconnected World.
This essential skills and knowledge project teaches children about compass points and four and six-figure grid references. They learn about the tropics and the countries, climates and culture of North and South America. Children identify physical features in the United Kingdom and learn about the National Rail and canal networks.