Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Title	Topic Title	Topic Title	Topic Title	Topic Title	Topic Title
<ul> <li>Survival! (Sci)</li> <li>Tony Delahay - Indigo's @ Play Torbay - Shelter building</li> <li>Year 3/4 get me out of here</li> </ul>	<ul> <li>Survival! (Hist)</li> <li>Kent's Cavern</li> </ul>	<ul> <li>Picture This (Art)</li> <li>Royal contest of art</li> </ul>	Off with your head (Hist) <ul> <li>Murder mystery</li> </ul>	<ul> <li>Long Lost Legends (Geog)</li> <li>Dartmoor legends tour</li> <li>Seashore Centre - rocks &amp; soils</li> </ul>	Shaping up (Sci/PE) • Sport's week • Bamboo café
Writing Purposes + Outcomes	Writing Purposes + Outcomes	Writing Purposes + Outcomes	Writing Purposes + Outcomes	Writing Purposes + Outcomes	Writing Purposes + Outcomes
Writing to inform Texts: Instructions and Animal non- chronological reports (Deadly 60) Instructions - making shelters Non- chron—made up creatures	Writing to entertain• Recount of Trip to Kent's cavern.Text: Stone Age Boy by Satoshi Kitamura• Time travel setting description	Writing to entertain Text: The Incredible painting of Felix Clousseau by Jon Agee • Mystery story • Bossy Baby setting	Writing to inform Text: Historical non-fiction—The Tudors • Biography - Henry VIII • Explanation - Tudor crime and punishment	Writing to entertain Text: Dartmoor myths and legends • Re-write a local myth/legend • leaflet on Dartmoor	Writing to persuade Text: • Persuasive letter to Bamboo café • Paper Bag Prince
White Rose Maths Focus	White Rose Maths Focus	White Rose Maths Focus	White Rose Maths Focus	White Rose Maths Focus	White Rose Maths Focus
<b>/3</b> Number: place value/ addition & subtraction	<b>Y3</b> Number: multiplication & division	<b>Y3</b> Number: multiplication & division/ fractions.	<b>Y3</b> Measure: money/length & perimeter. Statistics	<b>Y3</b> Number: fractions. Measure: time	<b>Y3</b> Measure: mass & capacity. Geometry: properties of shape
·	<b>Y4</b> Number: multiplication & division Measure: length & perimeter	<b>Y4</b> Number: multiplication & division/ fractions	<b>Y4</b> Number: decimals. Measure: area	<b>Y4</b> Number: decimals. Measure: money/time	<b>Y4</b> Statistics. Geometry: propertie of shape/ position & direction
Science Topic	Science Topic	Science Topic	Science Topic	Science Topic	Science Topic
'4 Living things on habitats		Light	Sound	Rocks— WIOS: Explanation text— different types of rocks	Animals (focus on Humans not Animals)
Non-Core Subject Focus	Non-Core Subject Focus	Non-Core Subject Focus	Non-Core Subject Focus	Non-Core Subject Focus	Non-Core Subject Focus
Writing in other subjects (WIOS): Instructions from God for 'How to make the world very good'.	RE: Worship and sacred places History: Changes in Britain from Stone to Iron Age WIOS: Non-Chron on stone age. Geography: Settlement Art: Block printing—William Morris Christmas wrapping paper	RE: Christianity & Hinduism French: Art: drawing technique—still life—Matisse crown (linked to Felix)	History - British: The Tudors Art: Painting technique—still life - Matisse crown (linked to Henry)	RE: Christianity & Hinduism (symbols) Geography: hills and mountains/ local study	<ul> <li>PE: Keeping Healthy</li> <li>DT: Cooking and nutrition /healthy drink</li> <li>WIOS: instructions</li> <li>Dragon's Den style pitch (selling healthy drink)</li> </ul>
On-going Non-Core Subjects	On-going Non-Core Subjects	On-going Non-Core Subjects	On-going Non-Core Subjects	On-going Non-Core Subjects	On-going Non-Core Subjects
	PSHCE, French, PE, e-safety, Computing, P4C, Music + Ukulele	PSHCE, French, PE, e-safety, Computing, P4C, Music + Ukulele	PSHCE, French, PE, e-safety, Computing, P4C, Music + Ukulele	PSHCE, French, PE, e-safety, Computing, P4C, Music + Ukulele	PSHCE, French, PE, e-safety, Computing, P4C, Music + Ukulele, SR
Non-Core Subject Not Taught	Non-Core Subject Not Taught	Non-Core Subject Not Taught	Non-Core Subject Not Taught	Non-Core Subject Not Taught	Non-Core Subject Not Taugh
DT, History, Geography	DT,	DT, History, Geography	DT, RE, Geography	Art, History	History, Geography, Art

