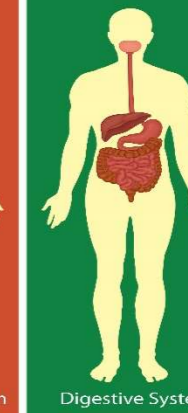
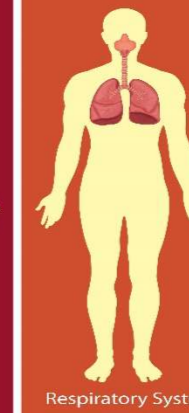
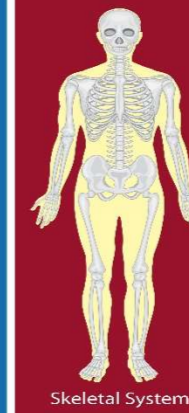
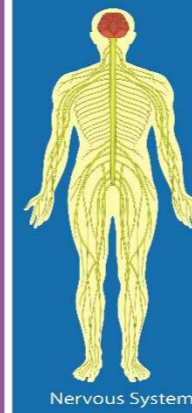
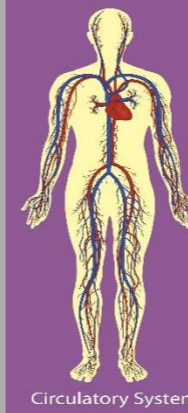


Key Stage 2 – Spring 1 – Cycle A
Medium term planning



Inside Out	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	
Enrichment		Trip to Bradford Media Museum					
English	Lucky Escape - Adventure Story		Kensuke's Kingdom Setting Description		Non-Chronological – Digestive System		
Reading link	Kensuke's Kingdom Chapter 1 Mon – Vocabulary Tuesday – Fluency Wed – Retrieval Thurs – Inference Fri – Various skills	Kensuke's Kingdom Chapter 2 Mon – Vocabulary Tuesday – Fluency Wed – Retrieval Thurs – Inference Fri – Various skills	Kensuke's Kingdom Chapter 3 Mon – Vocabulary Tuesday – Fluency Wed – Retrieval Thurs – Inference Fri – Various skills	Kensuke's Kingdom Chapter 4 Mon – Vocabulary Tuesday – Fluency Wed – Retrieval Thurs – Inference Fri – Various skills	Kensuke's Kingdom Chapter 5 Mon – Vocabulary Tuesday – Fluency Wed – Retrieval Thurs – Inference Fri – Various skills	Kensuke's Kingdom Chapter 6 Mon – Vocabulary Tuesday – Fluency Wed – Retrieval Thurs – Inference Fri – Various skills	
Maths – Year 3	Place Value Revisit	Length and Perimeter		Revisit	Multiplication and Division		
Maths – Year 4	Place Value Revisit	Length and Perimeter		Area	Multiplication and Division		
Science – Light	Identify the difference between light sources and non-light sources	Explore the light that comes from the sun	Explore reflective materials	Discover how shadows are formed	Investigate how shadows change through the day	Investigate how the size of shadows change	
Art	Cloth, Thread, Paint Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.						
DT	Digital world: Mindful moments timer						
History- How hard was it to invade and settle in Britain?	How hard was it to invade and settle in Britain?						
French – Food Glorious Food	The very greedy dog	Please may I have	Preferences	What colour is it?	What does he eat?	I'm hungry Assessment	

PE	Invasion Games Yoga					
Computing –	Programming A – A sequence in music - To explore a new programming environment - To identify that commands have an outcome - To explain that a program has a start - To recognise that a sequence of commands can have an order - To change the appearance of my project - To create a project from a task description					
RE	How does the Bible help Christians to lead a good life?					
PSHE – Story Project – It’s a No Money Day	I can tell you some of the ways people pay for things and some of the decisions people have to make about spending	I can tell you how money can affect people’s emotions.	I can tell you some of the reasons people save or spend money.	I can tell you what ‘borrowed’ means and why people might borrow money	I can tell you how to keep money and possessions safe	
Music	Musical Patterns and exploring – Painting pictures with sounds					