	Literacy	Numeracy	Topic	Memorable experience
Autumn 1 **Street Detectives**	• Recount of memorable experience. • Instruction writing relating to memorable experience.	• Number and place value • Addition and subtraction	**Geography** – fieldwork in the local area. Using and making maps. **History** – changes within living memory. Significant people/places. **Art** – Famous local people. Paintings/sketches of local area. **Computing** – algorithms.	**Den Building Day**
Autumn 2 **Land Ahoy!**	• Character description of pirates. • WANTED poster. • Adventure story.	• Multiplication • Money	**History** – famous pirates and significant people. **Geography** – Using and giving directions. Locating continents and oceans. **Science** – Materials.	**Visit from a pirate**
Spring 1 **Muck, Mess and Mixture**	• Instructional writing. • Retelling of a studied text. *George's Marvellous Medicine.* • Story writing based on studied text.	• Fractions • Length and height • Mass, capacity and temperature	**Design Technology** – Following recipes. Healthy food. **Science** – investigating materials. Experiments and reactions. **Art** – marbling and printing.	**Potion/medicine making**
Spring 2 **Dinosaurs!**	• ESCAPED poster. • News report writing • Poetry	• Shape • Addition and subtraction	**History** – Events beyond living memory. **Design Technology** – making fossils, clay work. **Art** – large and small scale constructions. **Computing** – stop motion animation. **Science** – Animal including humans. **Computing** – Digital presentation and audio recording.	**Invasion from a T-Rex**
Summer 1 **A Bugs Life.**	• Non-chronological report • Leaflet/ Fact file • Poetry	• Division • Place Value • Geometry, position and direction	**Science** –Plants. Living things and their habitats. **Design Technology** – Origins of food. **Art** = Observational drawings. Model Making Computing – digital photography of wildlife.	**Keeping butterflies in the classroom**
Summer 2 **Toys through time**	• Postcards • Diary entry • Recount • Letter writing	• Measurement – time • Statistics • Problem solving and efficient methods • Investigations	**Science** – Plants. Experimenting and working scientifically. **History** – events beyond living memory, changes within living memory, everyday materials. Design Technology – 3-D modelling and sketching. **Computing** – online research and digital presentation.	**Trip to the Toy Museum**