



Hetton Lyons Primary School Curriculum Summary



<u>Science</u>	<u>Year</u> <u>Summer Term 2024</u>	<u>Maths</u>
<p><u>Living Things</u></p> <ul style="list-style-type: none">• How are animals & plants classified?• What types of living things are there in ...?• Can you make a key to classify?• Where can we find microbes? <p><u>Animals</u></p> <ul style="list-style-type: none">• Name the main parts of the human circulatory system.• Do you know where your main organs are in the body?• Why do we have blood?• How does blood get around our body?• What happens when we exercise?• What are the effects of diet, drugs & lifestyle?	<p><u>English</u></p> <p><u>Writing</u></p> <ul style="list-style-type: none">• Draft, plan and write a non-linear narrative.• Use description and figurative language to create atmosphere.• Use a range of cohesive devices.• Select vocabulary and grammatical structures that reflect what the writing requires.• Use the range of punctuation taught at KS2.• Draft, plan and write an explanation using a range of presentational and organisation devices. <p><u>Reading</u></p> <ul style="list-style-type: none">• Discuss how reading preferences have developed through experiences of reading a wide range of fiction and non-fiction throughout the year.	<p><u>Statistics</u></p> <ul style="list-style-type: none">• Read and interpret line graphs• Draw line graphs• Use line graphs to solve problems• Circles• Read and interpret pie charts• Pie charts with percentages• Draw pie charts• The mean <p><u>Geometry - Shape</u></p> <ul style="list-style-type: none">• Measure with a protractor• Draw lines and angles accurately• Introduce angles• Angles on a straight line• Angles around a point• Calculate angles• Vertically opposite angles• Angles in a triangle• Angles in a triangle• Missing angles• Angles in special quadrilaterals• Angles in regular polygons• Draw shapes accurately• Draw nets of 3-D shapes



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<p><u>Music</u></p> <ul style="list-style-type: none">• Empress of the pagodas• Small Town Boy• Ame sau vala tara bal• Leaver's Assembly• Dance/Act/Sing	<ul style="list-style-type: none">• Identify distinctive language, structural and presentational features in non-fiction texts, demonstrating an understanding of how these help the reader draw meaning from the text.• Justify views about texts, offering coherent evidence to support it.• Efficiently scan a text for specific words and phrases.• Explain how meaning is enhanced through choice of words and phrases.• Explain the meaning of words and phrases in context including archaic language and figurative language.• Identify and discuss how the writer has used word, structural, audible and visual techniques to create an intentional effect on the reader.• Summarise main ideas, identifying key details and using quotations for illustration.• Retrieve, record and re-cast information from non-fiction.	
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	<p><u>Geography</u></p> <p><u>North America</u></p> <ul style="list-style-type: none"> • Locate countries within North America and major cities. • Identify key physical and human characteristics of North America. • Use symbols and keys to build knowledge of the wider world. • Describe and understand key aspects of biomes and vegetation belts. • Describe and understand key aspects of climate zones. • Identify the position and significance of latitude, longitude, the prime meridian and time zones. 	<p><u>History</u></p> <p>Maya Study a non-European society that provides contrasts with British history - Mayan civilization c. AD 900</p> <p>Achievements Society and Civilization Religion Hierarchy/power Trade</p>
<p><u>Fridays Are</u></p> <ul style="list-style-type: none"> • Positive Relationships • Sun Safety - Melanoma Awareness • Stranger Danger • What's in the News? 	<p><u>Art/DT</u></p> <p><u>DT - Mechanisms</u></p> <ul style="list-style-type: none"> • To investigate and explain a mechanism. 	<p><u>PE</u></p> <p><u>Real PE: Physical</u></p> <ul style="list-style-type: none"> • Static Balance Stance



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<ul style="list-style-type: none"> • Water Safety • Stereotypes 	<ul style="list-style-type: none"> • Investigate combinations of two different sized pulleys. • To use sketching to generate ideas. • To develop design criteria. • To select and use materials and techniques for a purpose. • To evaluate my pulley or gear mechanism. <p>Art</p> <ul style="list-style-type: none"> • To create a complicated 3D model/sculpture taking into account the properties of materials being used • Produce more intricate patterns and textures. 	<ul style="list-style-type: none"> • Coordination Footwork <p>Real PE: Health and Fitness</p> <ul style="list-style-type: none"> • Counter Balance Sending and receiving • Agility Ball chasing <p>OAA</p> <ul style="list-style-type: none"> • To work increasingly well in a group or in a team where roles and responsibilities are understood. <p>Athletics</p> <ul style="list-style-type: none"> • To identify good athletic performance and explain why it is good, using agreed criteria.
<p>RE</p> <p><u>For Christians, what kind of king is Jesus?</u></p> <ul style="list-style-type: none"> • Explain connections between biblical texts and the concept of the Kingdom of God. • How Christians put their belief into practice. • Articulate their responses to the importance of love and hope in the world today. 	<p>Computing</p> <p>Coding</p> <ul style="list-style-type: none"> • To design programs using a choice of objects with a specific action. • To use functions. • To use systems to test and debug a program. • To understand the options input from the user. 	<p>French</p> <p>Weather</p> <ul style="list-style-type: none"> • More about the weather and weather expressions Items of Clothing - associated to weather • description of items • Ask and answer questions (weather, date/day) <p>Pronunciation & Grammar</p>



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How does faith help people when life gets hard?

- Describe at least three examples of ways in which religions guide people.
- Give examples of ways in which beliefs make a difference to how someone lives.
- Interpret a range of artistic expressions of afterlife, offering and explaining different ways of understanding these.

- To create a simulation where devices can be controlled.
- To understand how ode can be used to make a text-based adventure game.
- To use a program to record ideas.
- To test and debug game design.
- To contrast program purposes.
- To code a map-based text adventure and debug more complex code.
- To code a map-based text adventure and debug more complex code.

- Recognise pronunciation of 'zero' au/ eau sound in words distinguish between eu/au and en/an