Harriers - Half Termly Overview – Autumn 1 2024 – Happy Healthy Me!

	CORE SUBJECTS (SEE WEEKLY PLANS FOR MATHS AND ENGLISH OUTCOMES)			
	Maths **Following Red Rose Maths**	**English** **A Kingdom United** **Legends of the British Isles**	**RE** **Life as a journey**	**SCIENCE** **Animals including humans**
2.9.24	Place value	Novel as a theme: Arthur, High King of Britain Reading response phase	To consider life as a journey	To explain what gestation periods are for different animals, including humans
9.9.24	Place value	Novel as a theme: Arthur, High King of Britain Reading analysis phase	To consider how life can be compared to a journey	To describe the changes as humans develop from fertilisation to birth
16.9.24	Addition and subtraction	Novel as a theme: Arthur, High King of Britain Gathering content phase	To find out how faith can give meaning and purpose to the journey of life	To explain how babies grow and develop during early childhood
23.9.24	Addition and subtraction	Novel as a theme: Arthur, High King of Britain Planning and writing phase Independent write	To discuss the journey through life as a Christian	To describe and explain the main changes that occur during puberty
30.9.24	Statistics/Geometry: Angles	Persuasion Persuasive Film/TV broadcast about a place of interest in the British Isles Reading, responding and analysing phase	To consider if everyone's journey is the same and compare life journeys	To identify the changes that take place in late adulthood
7.10.24	Geometry and measures	Persuasion Persuasive Film/TV broadcast about a place of interest in the British Isles Gathering content phase	To find out why people go on pilgrimages	To describe the stages of human development
14.10.24	Revision and assessment	Persuasion Persuasive Film/TV broadcast about a place of interest in the British Isles Planning and writing phase Independent write	To find out if a pilgrimage has to be a place of worship	Revision and assessment

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	FOUNDATION SUBJECTS						
	Creative Curriculum		**Other curriculum subjects**				
	History/Geography **A study of Britain's settlement by Anglo Saxons and Scots: Sutton Hoo**	**Art/DT** **Portraits**	**Computing** **Online Safety/ Text-based adventures**	**PE** **Gymnastics/ Orienteering**	**Music**	**PSHE** **Me and my relationships**	**French** **Le Weekend (hobbies/ activities)**
2.9.24	To generate questions about a discovery	To explore how a drawing can be developed	To identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location.	Gymnastics: To adapt a gymnastic sequence using apparatus and perform it with a partner Orienteering: To demonstrate how to keep a map set when moving	To understand the structure of music, find the pulse, copy back rhythms and experiment with my own rhythms	To recognise basic emotional needs, understand that they change according to circumstance	To ask and talk about regular activities
9.9.24	To find out about objects found at Sutton Hoo	To combine materials for effect	To review the meaning of a digital footprint	Gymnastics: To create a gymnastic sequence with counter balances and counter tension with a partner using canon Orienteering: To demonstrate how to set or orientate a map when moving around a simple course	To listen, appraise and respond to music and give my opinions about a piece of music	To explain what collaboration means and give examples of how they have worked collaboratively	To ask and talk about regular activities
16.9.24	To conduct further research about Sutton Hoo	To identify the features of self-portraits	To understand the importance of balancing game and screen time with other parts of their lives	Gymnastics: To create a gymnastic sequence with counter balances and counter tension with a partner in canon using apparatus Orienteering: To demonstrate how to get around a simple course using the 8 points of a compass	To learn to sing a song	To recognise some of the challenges that arise from friendships	To say what you don't do
23.9.24	To research more discoveries at Sutton Hoo	To develop ideas towards an outcome by experimenting with materials and techniques	To find out what a text-based adventure game is	Gymnastics: To create a gymnastic sequence with counter balances and counter tension with a partner in canon and in unison using apparatus Orienteering: To plan a route to a control	To compose music To improvise with musi	To recognise and empathise with patterns of behaviour in peer-group dynamics	To say what you don't do
30.9.24	To find out about Anglo Saxon kings	To apply knowledge and skills to create a mixed media self-portrait	To use 2Connect plans for a story adventure to make the adventure using 2Create a Story	Gymnastics: To create a gymnastic sequence with counter balances and counter tension with a partner in canon and in unison using apparatus Orienteering: To find the correct control marker using a map during a score event	To use and understand staff and other music notations	To demonstrate using some assertive behaviours, through role-play, to resist peer influence and pressure	To ask and say what other people do
7.10.24	To research further aspects of Anglo Saxon life	To apply knowledge and skills to create a mixed media self-portrait	To read and understand given code for a text adventure game	Gymnastics: To create a gymnastic sequence with counter balances and counter tension with a partner in canon and in unison using apparatus Orienteering: To navigate to control markers during a score event	To perform a piece of music	To recognise that some types of physical contact can produce strong negative feelings	To ask and say what other people do
14.10.24	Revision and assessment	Revision and assessment	To debug a text adventure and make improvements to it	Gymnastics: To create a gymnastic sequence with counter balances and counter tension with a partner in canon and in unison using apparatus Orienteering: To navigate to control markers during a score event	Revision and assessment	Revision and assessment	To talk about what you like and dislike doing