





Horton Kirby CE Primary School is incredibly passionate about ensuring that our children have **opportunities** to develop their **curiosity** through an **aspirational** and **diverse** curriculum which has been developed and adapted to meet the needs of all of our children and community. We provide a rich, broad and balanced curriculum that celebrates individuality, diversity and builds procedural knowledge to nurture talent and prepare children for the challenges and rewards of life and the wider world. Our school values of Respect, Responsibility, Resilience and Reflection are embedded into our curriculum.

Subject	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6			
Class Text: The Wolves in the Walls by Neil Gaiman and Dave McKean									
	Internal monologues -	Poems – to entertain.	Lesson 1:	Monologue - to reflect.	Internal monologues - to	A multi-modal 'spooky'			
	to recount and reflect.		LO: To explore the		explain and reflect.	story – to entertain.			
		Non-fiction fact cards – to	question: 'What is refuge?'	Narrative – to entertain.					
English	Lesson 1:	describe and inform.	LKS2: EN RC2e, LKS2: EN		Lesson 1:	Lesson 1:			
	LO: To explore the effect		RC1g LKS2: EN RC2b LKS2:	Lesson 1:	LO: To develop an	LO: To draft, edit,			
	of the writer's choice of	Lesson 1:	EN RC2c.	LO: To reflect on the	understanding of the plot	improve and publish an			
	words.	LO: To explore how		family's situation living in	and resolution to the wolf	original spooky animal			
	EN SL 2, LKS2: EN RC1g,	dialogue is used to convey	Lesson 2:	the garden.	problem.	story.			
	LKS2: EN RC2d.	character.	LO: To understand how the	LKS2: EN RC2e, LKS2: EN W	LKS2: EN RC1g, LKS2: EN	LKS2: EN W C2, LKS2: EN			
		LKS2: EN W C2a, EN SL 11	plot impacts on different	C1b, EN SL 5, EN SL 4, LKS2:	RC2a, LKS2: EN RC2c,	W C2a, LKS2: EN W C3a,			
	Lesson 2:	LKS2: EN RC2c LKS2: EN	characters.	EN W C4a, LKS2: EN W	LKS2: EN W C1b, LKS2: EN	LKS2: EN RC1g, LKS2: EN			
	LO: To understand Lucy's	RC4 EN SL 10 EN SL 12,	LKS2: EN RC2c, LKS2: EN	VGP1d, LKS2: EN W VGP1a	RC2b.	W C3, LKS2: EN W C4,			
	situation.	LKS2: EN W VGP2c.	RC2e, EN SL 11, EN SL 4.	LKS2: EN W VGP1c.		LKS2: EN W C4a, LKS2: EN			
	EN SL 2, EN SL 7, LKS2: EN				Lesson 2:	W C4b LKS2: EN W C5			
	RC2c.	Lesson 2:	Lesson 3:	Lesson 2:	LO: To reflect on the main	LKS2: EN W C6 LKS2: EN W			
		LO: To show understanding	LO: To empathise with Lucy	LO: To explore characters	character's dilemma.	VGP1a LKS2: EN W VGP1d			
	Lesson 3:	of Lucy's situation and use	and explore the question:	in role, using evidence from	LKS2: EN W C2a, LKS2: EN	LKS2: EN W VGP1c LKS2:			
	LO: To explore what a	figurative language	'What is bravery?'	the text and illustrations.	RC2e, LKS2: EN RC2a	EN W VGP2b LKS2: EN W			
	special toy means and to	techniques.	LKS2: EN RC2b, EN SL 2, EN	EN SL 9, EN SL 8, EN SL 10	LKS2: EN W C4a, LKS2: EN	VGP2c.			
	understand Lucy's	LKS2: EN W C2, LKS2: EN W	SL 4, EN SL 11, LKS2: EN	EN SL 11, LKS2: EN RC2c,	W C6, LKS2: EN W VGP1a,				
	relationship with her pig-	C2a, LKS2: EN RC1g LKS2:	RC2d.	LKS2: EN RC2d.	LKS2: EN W VGP1d, LKS2:	Lesson 2:			
	puppet doll.	EN W C6, LKS2: EN W C4a,			EN W VGP1c, LKS2: EN W	LO: To draft, edit,			
	EN SL 4, LKS2: EN RC2c.	EN SL 10, LKS2: EN W			C5.	improve and publish an			
	ĺ	VGP1a, LKS2: EN W VGP1d.				original spooky animal			
		, 1				, ,			
						story.			







Lesson 4:

LO: To write in character as Lucy.

LKS2: EN W C2a, EN SL 5, LKS2: EN W C6, EN SL 10, LKS2: EN RC2d, LKS2: EN W VGP1a, m LKS2: EN W VGP1d, LKS2: EN W VGP1b, LKS2: EN W VGP1a.

Lesson 5:

LO: To write in character as Lucy.

LKS2: EN W C2a, EN SL 5, LKS2: EN W C6, EN SL 10, LKS2: EN RC2d, LKS2: EN W VGP1a, m LKS2: EN W VGP1d, LKS2: EN W VGP1b, LKS2: EN W VGP1a.

Lesson 3:

LO: To show understanding of Lucy's situation and use figurative language techniques.

LKS2: EN W C2, LKS2: EN W C2a, LKS2: EN RC1g LKS2: EN W C6, LKS2: EN W C4a, EN SL 10, LKS2: EN W VGP1a, LKS2: EN W VGP1d.

Lesson 4:

LO: To describe a wolf's action and explore shades of meaning.

LKS2: EN RC1g, LKS2: EN W C1b, LKS2: EN W C3b, LKS2: EN W C4a LKS2: EN W VGP1a, LKS2: EN W VGP1d.

Lesson 5:

LO: To describe a wolf's action and explore shades of meaning.

LKS2: EN RC1g, LKS2: EN W C1b, LKS2: EN W C3b, LKS2: EN W C4a LKS2: EN W VGP1a, LKS2: EN W VGP1d.

Lesson 4:

LO: To develop an understanding that bravery is a theme which is revisited throughout the story.

LKS2: EN W C1b, EN SL 4,

LKS2: EN RC2d, LKS2: EN

RC2c.

Lesson 5:

LO: To explore how Lucy copes with her family. EN SL 9, LKS2: EN RC2d, EN SL 8, EN SL 12, EN SL 10.

Lesson 3:

LO: To describe the wolves' actions – the party in the house.

LKS2: EN RC1g, LKS2: EN RC2f, EN SL 9, EN SL 11, EN SL 4.

Lesson 4:

LO: To make predictions and continue the narrative. LKS2: EN W C3a, LKS2: EN W C1b, EN SL 5, LKS2: EN W VGP1c LKS2: EN W VGP1d, LKS2: EN W C2a, LKS2: EN RC1g, LKS2: EN W C4a.

Lesson 5:

LO: To make predictions and continue the narrative. LKS2: EN W C3a, LKS2: EN W C1b, EN SL 5, LKS2: EN W VGP1c LKS2: EN W VGP1d, LKS2: EN W C2a, LKS2: EN RC1g, LKS2: EN W C4a.

Lesson 3:

LO: To reflect on the main character's dilemma. LKS2: EN W C2a, LKS2: EN RC2e, LKS2: EN RC2a LKS2: EN W C4a, LKS2: EN W C6, LKS2: EN W VGP1a, LKS2: EN W VGP1d, LKS2: EN W VGP1c, LKS2: EN W C5.

Lesson 4:

LO: To explore philosophical ideas about reality, honesty and belief. EN SL 9, EN SL 4, EN SL 8,

EN SL 9, EN SL 4, EN SL 8, EN SL 10, EN SL 11, LKS2: EN RC2c, LKS2: EN RC2d.

Lesson 5:

LO: To draw on understanding of the story to plan the main events for a new spooky narrative.

LKS2: EN RC2f, LKS2: EN W C1a, LKS2: EN W C1b LKS2: EN W C3a, EN SL 7.

LKS2: EN W C2, LKS2: EN W C2a, LKS2: EN W C3a, LKS2: EN RC1g, LKS2: EN W C3, LKS2: EN W C4, LKS2: EN W C4a, LKS2: EN W C4b LKS2: EN W C5 LKS2: EN W C6 LKS2: EN W VGP1a LKS2: EN W VGP1c LKS2: EN W VGP2c.

Lesson 3:

LO: To draft, edit, improve and publish an original spooky animal story.

LKS2: EN W C2, LKS2: EN W C2a, LKS2: EN W C3a, LKS2: EN W C3a, LKS2: EN RC1g, LKS2: EN W C3, LKS2: EN W C4, LKS2: EN W C4a, LKS2: EN W C5 LKS2: EN W C6 LKS2: EN W VGP1a LKS2: EN W VGP1c LKS2: EN W VGP2c.







		Lesson 4: LO: To draft, edit, improve and publish an original spooky animal story. LKS2: EN W C2, LKS2: EN W C3a, LKS2: EN RC1g, LKS2: EN W C3, LKS2: EN W C4, LKS2: EN W C4, LKS2: EN W C4b LKS2: EN W C5 LKS2: EN W C6 LKS2: EN W VGP1a LKS2: EN W VGP1d LKS2: EN W VGP1c LKS2:
		EN W VGP2b LKS2: EN W VGP2c. Lesson 5: LO: To draft, edit,
		improve and publish an original spooky animal story. LKS2: EN W C2, LKS2: EN W C2a, LKS2: EN W C3a, LKS2: EN RC1g, LKS2: EN W C3, LKS2: EN W C4,
		W C3, LK32: EN W C4, LKS2: EN W C4a, LKS2: EN W C4b LKS2: EN W C5 LKS2: EN W C6 LKS2: EN W VGP1a LKS2: EN W VGP1d LKS2: EN W VGP1c LKS2: EN W VGP2b LKS2: EN W VGP2c.







SPAG	Ready to Write	Ready to Write	Ready to Write	Ready to Write	Ready to Write	Assessment and Revision
Sinc	Use the forms of 'a' or 'an according the next word. Y3:G1.8 Extend sentences with	Express time, place and cause using conjunctions (e.g. when, before, while, after, so, because). Y3:G1.4	Express time, place and cause using prepositions (e.g. before, after, during, because of). Y3:G17	Inverted commas to punctuate direct speech. Y3:G5.7	Use present perfect form of verbs instead of simple past. Y3:G4.1	
	more than one clause by using a wider range of conjunctions (e.g. when, if, because, although). Y3:G3.4	Express time, place and cause using adverbs (e.g. then, next, soon, therefore). Y3:G1.6				
Maths	To count in multiples of 6,7,9, 25 and 1000 Y4:NP1 To find 1000 more or less than a given number Y4:NP2	To count backward through zero to include negative numbers Y4:NP3 To recognise the place value of each digit in a four digit number (thousands, hundreds, tens, and ones) Y4:NP4	To order and compare numbers beyond 1000 Y4:NP5 To identify, represent and estimate numbers using different representations Y4:NP6	To round any number to the nearest 10, 100 or 1000 Y4:NP7 To solve number and practical problems that involve all of the above and with increasingly large	To read roman numerals to 100 (i to c) and know that over time, the numeral system changed to include the concept of zero and place value. Y4:NP9	To add and subtract Numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate Y4:AS1
Science	Sound	Sound	Sound	positive numbers Y4:NP8 Sound	Sound	Sound
	Lesson 1: Good Vibrations	Lesson 2: Hearing Sounds LO: To explain how	Lesson 3: Higher and Lower	Lesson 4: String Telephone	Lesson 5: Soundproofing LO: To investigate ways to	Lesson 6: Making Music LO: To make a musical
	LO: To describe and explain sound sources. Y4:Sc: S1, Y4:Sc: S4	different sounds travel. Y4:Sc: S3, Y4:Sc: S1, Y4:Sc: S2	LO: To explore ways to change the pitch of a sound. Y4:Sc: S1, Sc:WS3, Sc:WS4	LO: To investigate ways to absorb sound. Y4:Sc: S5, Y4:Sc: S1, Y4:Sc: S2, Sc:WS5	absorb sound. Y4:Sc: S2, Sc:WS1, Sc:WS2, Sc:WS3, Sc:WS4 , Sc:WS6 , Sc:WS7, Sc:WS9	instrument to play different sounds Y4:Sc: S1, Y4:Sc: S2, Sc:WS5







	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):
	Processes (Pattern	Processes (Pattern seeking,	Processes (Pattern seeking,	Processes (Pattern seeking,	Processes (Phenomena)	Processes (Phenomena,
	seeking, Phenomena)	Phenomena)	Phenomena)	Phenomena, Modelling)	Investigation	Pattern seeking)
	Investigation	Comparison (Phenomena)	Investigation	Investigation	(Questioning,	Comparison
	(Questioning,		(Questioning,	(Questioning, Report &	Measurement,	(Phenomena)
	Measurement,		Measurement,	conclude)	Investigation,	
	Investigation,		Observations, Report &	Creativity (Report &	Observations, Report &	
	Observations, Report &		conclude, Gather & record	conclude)	conclude, Gather & record	
	conclude, Gather & record		data)	Comparison (Phenomena)	data)	
	data)		Creativity (Report &		Creativity (Report &	
	Creativity (Report &		conclude, Gather & record		conclude, Gather & record	
	conclude, Gather & record		data)		data)	
	data)		Comparison (Phenomena)		Comparison	
					(Phenomena)	
	History: British History 3:	History: British History 3:	History: British History 3:	History: British History 3:	History: British History 3:	History: British History 3:
History	How hard was it to invade	How hard was it to invade	How hard was it to invade	How hard was it to invade	How hard was it to invade	How hard was it to invade
	and settle in Britain?	and settle in Britain?	and settle in Britain?	and settle in Britain?	and settle in Britain?	and settle in Britain?
	Lesson 1: Who were the Anglo-Saxons?	Lesson 2: How did the Anglo-Saxons settle in	Lesson 3: What does Sutton Hoo tell us about	Lesson 4: How did Christianity arrive in	Lesson 5: Was King Alfred really great?	Lesson 6: How did Anglo- Saxon rule end?
	Aligio-Saxolis:	Britain?	Anglo-Saxon life?	Anglo-Saxon England?	LO: To create an	Saxon rute end:
	LO: To understand why	Dirtain:	LO: To make inferences	LO: To understand how	interpretation of Alfred	LO: To understand how
	the Anglo-Saxons invaded	LO: To identify the features	about who was buried at	Anglo-Saxons converted to	the Great. Hi 3 & 4	Anglo-Saxon rule ended.
	Britain. KS2: Hi 3 & 4	of Anglo-Saxon settlements	Sutton Hoo and Anglo-	Christianity. Hi 3 & 4	the Great. III 3 & 4	Hi 3 & 4
	Biltaili. K32: HI 3 & 4	and how they changed from	Saxon life. Hi 3 & 4	Christianity, III 3 & 4		пізоч
		prehistoric times. Hi 3 & 4	Saxon me. m s a 1			
		premistorie times. III 3 & 4				







Significance (Significance (Significance (Significance (Significance (Significance (Significance (British Fundance (British Fundance (British Fundance (Local history))	Change (British History) Humankind (Everyday life, Civilisation) Place (Local history)	Big Idea (Aspect): Investigation (Investigate and interpret evidence) Humankind (Everyday life, Civilisation) Place (Local history)	Big Idea (Aspect): Significance (Significant Event) Change (Changes over time, Chronology) Humankind (Everyday life, Civilisation) Place (Local history)	Big Idea (Aspect): Significance (Significant People) Creativity (Report and conclude) Investigation (Investigate and interpret evidence) Humankind (Everyday life, Civilisation) Place (Local history)	Big Idea (Aspect): Significance (Significant Event) Investigation (Investigate and interpret evidence) Humankind (Everyday life, Civilisation) Place (Local history)
Art Art: Drawing – Power Prints Lesson 1: 3D Pene drawings LO: To draw using create a 3D effect KS2:AD2 KS2:AD3 Big Idea (Aspect) Significance (sign people, artwork amovements) Materials (pencil charcoal and pene Creativity (Creat Creativity (Gener of ideas)	Lesson 2: Sense of proportion LO: To explore proportion and tone when drawing KS2:AD1 KS2:AD2 Big Idea (Aspect): Significance (significant people, artwork and movements) Materials (pencil, ink, charcoal and pen) Creativity (Generation of ideas)	Art: Drawing – Power Prints Lesson 3: Drawing with scissors LO: To plan a composition for a mixed-media drawing KS2:AD1 KS2:AD2 KS2:AD3 Big Idea (Aspect): Significance (significant people, artwork and movements) Materials (paint) Creativity (Creation)	Art: Drawing – Power Prints Lesson 4: Wax resist LO: To use shading techniques to create pattern and contrast KS2:AD1 KS2:AD3 Big Idea (Aspect): Significance (significant people, artwork and movements) Creativity (Generation of ideas)	Art: Drawing – Power Prints. Lesson 5: Power prints LO: To work collaboratively to develop drawings into prints KS2:AD1 KS2:AD2 KS2:AD3 Big Idea (Aspect) Significance (significant people, artwork and movements) Materials (print) Materials (pencil, ink, charcoal and pen) Materials (paint) Creativity (Creation) Creativity (Generation of ideas) Creativity (Evaluation)	







Music	Music: Learn the Ukulele (Music Digital Plus Scheme)	Music: Learn the Ukulele (Music Digital Plus Scheme)	Music: Learn the Ukulele (Music Digital Plus Scheme)	Music: Learn the Ukulele (Music Digital Plus Scheme)	Music: Learn the Ukulele (Music Digital Plus Scheme)	Music: Learn the Ukulele (Music Digital Plus Scheme)
		Lesson 2: Learn about the	Lesson 3: Learn how to	Lesson 4: Learn how to	Lesson 5: Learn about	Lesson 6: Meet Giuseppe
	Lesson 1: Introduction to the Ukulele	strings on the Ukulele	play banjo style	strum a chord.	the minor chords	LO: To switch between
		LO: To understand the	LO: To sing and play along	LO: To understand and	LO: To understand how to	three chords to a song
	LO: To understand how to	strings GCEA.	to a new song.	play the C chord.	recognise a minor chord	KS2:MU1, MU2, MU3,
	strum.	KS2:MU1, MU2, MU3, MU4	KS2:MU1, MU2, MU3, MU4	KS2:MU1, MU2, MU3, MU4	and perform a song.	MU4
	KS2:MU1, MU2, MU3,				KS2:MU1, MU2, MU3,	
	MU4				MU4	Big Idea (Aspect):
	D: 11 (A 1)		Big Idea (Aspect):	Big Idea (Aspect):	Pig Idon (Agnost).	Creativity
	Big Idea (Aspect):	Big Idea (Aspect):	Creativity (Performance,	Creativity (Performance,	Big Idea (Aspect):	(Performance, Pulse and
	Creativity	Creativity (Performance,	Pulse and rhythm, Notation)	Pulse and rhythm, Notation)	Creativity (Performance, Pulse and	rhythm, Notation)
	(Performance, Pulse and rhythm, Notation)	Pulse and rhythm, Notation)	Notation)	Notation)	rhythm, Notation)	
PE	Netball	Netball	Netball	Dodgeball	Dodgeball	Dodgeball
	Lesson 1: Passing gates	Lesson 2: Shooting	Lesson 3: Netball	Lesson 1: Dodge It, Again	Lesson 2: In the box	Lesson 3: Elimination
		Technique	Tournament			Dodgeball Tournament
	LO: To understand why			LO: To avoid (dodge) being	LO: To catch the ball from	
	they need to accurately	LO: To understand why	LO: To combine passing,	hit by the ball. KS2:PE1	the opposition. KS2:PE1	LO: To collaborate as a
	pass the ball through the gate.	they need to apply the correct technique when	dribbling and moving to create a shooting	KS2:PE2	KS2:PE2	team. KS2:PE1
	KS2:PE1	shooting.	opportunity.	NJ2.FL2	NJ2.FL2	KS2:PE2
	KS2:PE2	KS2:PE1	KS2:PE1	Big Idea (Aspect):	Big Idea (Aspect):	
		KS2:PE2	KS2:PE2	Processes (Sending and	Processes (Sending and	Big Idea (Aspect):
	Big Idea (Aspect):			Striking)	Striking)	Processes (Sending and
	Processes (Sending and	Big Idea (Aspect):	Big Idea (Aspect):	Processes (Team Games)	Processes (Team Games)	Striking)
	Striking)	Processes (Sending and	Processes (Sending and	Creativity (Evaluation)	Creativity (Evaluation)	Processes (Team Games)
	Processes (Team Games) Creativity (Evaluation)	Striking) Processes (Team Games)	Striking) Processes (Team Games)			Creativity (Evaluation)
	Creativity (Evaluation)	Creativity (Evaluation)	Creativity (Evaluation)			







PSHE	Being me in my World	Being me in my World	Being me in my World	Being me in my World	Being me in my World	Being me in my World
	Lesson 1: Becoming a	Lesson 2: Being a school	Lesson 3: Rights,	Lesson 4: Rewards and	Lesson 5: Our Learning	Lesson 6: Owning our
	class team	citizen.	Responsibilities and Democracy	consequences	Charter	Learning Charter
	LO: To know my attitudes and actions make a difference to the class team. Big Idea (Aspect): Creativity (Speaking, listening and sharing) Investigation (Issues, evidence and ideas)	LO: To understand who is in my school community, the roles they play and how I fit in. Big Idea (Aspect): Creativity (Speaking, listening and sharing) Investigation (Issues, evidence and ideas)	LO: To understand how democracy works through the School Council. Big Idea (Aspect): Creativity (Speaking, listening and sharing) Investigation (Issues, evidence and ideas)	LO: To understand that my actions affect myself and others; I care about other people's feelings and try to empathise with them. Big Idea (Aspect): Creativity (Speaking, listening and sharing) Investigation (Issues, evidence and ideas)	LO: To understand how groups come together to make decisions. Big Idea (Aspect): Creativity (Speaking, listening and sharing) Investigation (Issues, evidence and ideas)	LO: To understand how democracy and having a voice benefits the school community. Big Idea (Aspect): Creativity (Speaking, listening and sharing)
				Nature (Rights of others)		Investigation (Issues, evidence and ideas)







Computing	Computing systems and networks – The Internet	Computing systems and networks – The Internet	Computing systems and networks – The Internet	Computing systems and networks – The Internet	Computing systems and networks – The Internet	Computing systems and networks – The Internet
	Lesson 1: LO: To describe how networks physically connect to other networks. KS2: CO 4, 5, 6, 7	Lesson 2: LO: To recognise how networked devices make up the internet KS2: CO 4, 5, 6, 7 Big Idea (Aspect):	Lesson 3: LO: To outline how websites can be shared via the World Wide Web (www.) KS2: CO 4, 5, 6, 7 Big Idea (Aspect):	Lesson 4: LO: To describe how content can be added and accessed on the World Wide Web. KS2: CO 4, 5, 6, 7	Lesson 5: LO: Recognise how the content of the WWW is created by people. KS2: CO 4, 5, 6, 7 Big Idea (Aspect):	Lesson 6: LO: To evaluate the consequences of unreliable content KS2: CO 4, 5, 6, 7
	Big Idea (Aspect): Humankind	Humankind (Communication and	Humankind (Communication and	Big Idea (Aspect): Humankind	Humankind (Communication and	Big Idea (Aspect):
	(Communication and Staying safe) Investigation (Networks) Comparison (Digital searching)	Staying safe) Investigation (Networks) Comparison (Digital searching)	Staying safe) Investigation (Networks) Comparison (Digital searching)	(Communication and Staying safe) Investigation (Networks) Comparison (Digital searching)	Staying safe) Investigation (Networks) Comparison (Digital searching)	(Communication and Staying safe) Investigation (Networks) Comparison (Digital searching)
RE	? Lesson 1:	? Lesson 2:	? Lesson 3:	? Lesson 4:	? Lesson 5:	? Lesson 6:
	LO: ?	LO: ?	LO: ?	LO: ?	LO: ?	LO: ?
	Y5: ? Lesson 1	Y5: ? Lesson 2	Y5: ? Lesson 3	Y5: ? Lesson 4	Y5: ? Lesson 5	Y5: ? Lesson 6