



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: Nevermoor: The Trials of Morrigan Crow by Jessica Townsend									
	An apology letter - to	An internal monologue -	An advertisement - to	A newspaper report – to	Lesson 1:	A Magical fantasy Story -				
	apologise.	to recount .	persuade.	inform	LO: To form opinions in preparation for a debate.	to entertain.				
English	Blog - to recount.	Lesson 1:	Lesson 1:	Lesson 1:		Lesson 1:				
Liigusii		LO: To explore our	LO: To understand what to	LO: To plan to write our	Lesson 2:	LO: To develop the				
	Lesson 1:	understanding of stories set	include in an advert and	own newspaper report	LO: To explore our	characters for a story.				
	LO: To make a prediction about what might happen	in imaginary worlds. UKS2: EN RC1e, UKS2: EN	how to persuade the reader.	about the Chase Trial.	understanding of 'talent'.	To develop a fantasy story setting.				
	in a story.	RC1f, EN SL 4, EN SL 11.	UKS2: EN RC2f, UKS2: EN	Lesson 2:	Lesson 3:	g.				
	UKS2: EN RC2aUKS2: EN	,	RC3, UKS2: EN RC4, UKS2:	LO: To understand the	LO: To develop our	Lesson 2:				
	RC2b, EN SL 7, UKS2: EN	Lesson 2:	EN W C1a, UKS2: EN W C2a.	features of journalistic	understanding of the	LO: To write the				
	RC2c, UKS2: EN RC2d.	LO: To develop a deeper	,	writing.	main character.	beginning of a fantasy				
		understanding of the	Lesson 2:			story.				
	Lesson 2:	characters in the story.	LO: T o write persuasively.	Lesson 3:	Lesson 4:					
	LO: To develop our	EN SL 3, UKS2: EN RC1c,	LKS2: EN W C1a, UKS2: EN	LO: To write a newspaper	LO: To ask and answer	Lesson 3:				
	understanding of the	UKS2: EN RC1e, UKS2: EN	W C4, UKS2: EN W C3b,	article about the Chase	questions about the	LO: To continue writing a				
	character Morrigan Crow.	RC2c, UKS2: EN RC2e,	UKS2: EN W C1a, UKS2: EN	Trial.	ending of the story.	fantasy story.				
	UKS2: EN RC2a, UKS2: EN	UKS2: EN RC3, EN SL 11.	W C1b, UKS2: EN W C2a,							
	RC2d, UKS2: EN RC2e,		LKS2: EN W C3b, LKS2: EN W	Lesson 4:	Lesson 5:	Lesson 4:				
	UKS2: EN RC2f.	Lesson 3:	C3, LKS2: EN W VGP1c.	LO: To understand how an	LO: To sequence the	LO: To write the end of a				
		LO: To explore the setting		author creates suspense.	events of a story and to	magical story.				
		of the story.			create a plan for writing a					
		EN SL 2, UKS2: EN RC1c,			fantasy story.					
		UKS2: EN RC1e, UKS2: EN								



Lesson 5:

LO: To explore our

understanding of fear.



L	e	s	s	o	n	3:

LO: To understand how the author portrays a character.

UKS2: EN RC2a, UKS2: EN RC2d, UKS2: EN RC2e, UKS2: EN RC2f, UKS2: EN W C3b, UKS2: EN W VGP1a.

Lesson 4:

LO: To explore the thoughts and feelings of a character in a story.

UKS2: EN RC2c, UKS2: EN RC2d UKS2: EN RC2e,

LKS2: EN W C6, EN SL 6,

EN SL 5, UKS2: EN RC3,

UKS2: EN W C1, UKS2: EN W C1a, UKS2: EN W C1b.

Lesson 5:

LO: To understand the thoughts and feelings of the main character.

UKS2: EN RC2c, UKS2: EN RC2d, UKS2: EN RC2d, UKS2: EN RC2e,

UKS2: EN RC2f, LKS2: EN W C1b, UKS2: EN W C3a

LKS2: EN W C6, UKS2: EN W C4, UKS2: EN W C3b,

UKS2: EN W C2, UKS2: EN W C2a, UKS2: EN W C1c,

RC2c, UKS2: EN RC2e, UKS2: EN RC3, EN SL 11, UKS2: EN W VGP2a, UKS2: EN W VGP2c.

Lesson 4:

LO: To explore the magical setting of the Hotel Deucalion. EN SL 2, EN SL 9, UKS2: EN RC1c, UKS2: EN RC2c, UKS2: EN RC2e, UKS2: EN RC3, EN SL 11.

Lesson 5:

LO: To understand what to include in an advert and how to persuade the reader.

UKS2: EN RC2f, UKS2: EN RC3, UKS2: EN RC4, UKS2: EN W C1a, UKS2: EN W C2a.

Lesson 3:

LO: To draft and edit to improve effect on the reader.

Lesson 4:

LO: To understand how to present an advert effectively.

Lesson 5:

LO: To understand the key events from the story in order to summarise.

Lesson 5:

LO: To edit our story to improve the effect on the reader.

To polish, publish and celebrate our writing.





	LKS2: EN W C3, LKS2: EN W VGP1c.					
SPAG	Parenthesis	Parenthesis	Parenthesis	Expanded Noun Phrases	Expanded Noun Phrases	Assessment and Revision
	Using brackets for parenthesis. Y5:G5.9	Using commas for parenthesis. Y5:G5.9	Using dashes for parenthesis. Y5:G5.9	Using expanded noun phrases to convey complicated information concisely. Y5:G3.2	Using expanded noun phrases to convey complicated information concisely. Y5:G3.2	
Maths	Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes Y5:MD9	Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. Y5:MD11	Compare and order fractions whose denominators are all multiples of the same number Y5:FDP1 Identify, name and write	Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements Y5:FDP3	Add and subtract fractions with the same denominator and denominators that are multiples of the same number Y5:FDP4	Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams Y5:FDP5
	Solve problems involving + - X ÷, and a combination of these, including understanding the meaning of the equals sign Y5:MD10	Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers Y5:MD1	equivalent fractions of a given fraction, represented visually, including tenths and hundredths Y5:FDP2			
Science	Science: Properties & changes of Materials.	Science: Properties & changes of Materials.	Science: Properties & changes of Materials.	Science: Properties & changes of Materials.	Science: Properties & changes of Materials.	Science: Properties & changes of Materials.
	Lesson 1: Properties of Materials	Lesson 2: Keeping Cool	Lesson 3: Brighter Bulbs	Lesson 4: Disappearing or Dissolving?	Lesson 5: Separating Mixtures	Lesson 6: Irreversible Changes
	L.O. To compare	L.O. To investigate thermal conductors and insulators.	L.O. To investigate which electrical conductors make	L.O. To investigate	L.O. To use different	L.O. To identify and
	materials according to their properties.	Y5:Sc: PCM4, Y5- 6:Sc:WS1, Y5-6:Sc:WS2, Y5-6:Sc:WS3, Y5-6:Sc:WS5	a bulb shine brightest. Y5:Sc: PCM4, Y5- 6:Sc:WS1, Y5-6:Sc:WS2,	materials which will dissolve.	processes to separate mixtures of materials.	explain irreversible chemical changes.





	Y5:Sc:PCM1, Y5:Sc:		Y5-6:Sc:WS3, Y5-6:Sc:WS5	Y5:Sc:PCM2, Y5:Sc: PCM5,	Y5:Sc:PCM2, Y5:Sc:	Y5:Sc: PCM6
	PCM4, Y5-6:Sc:WS2	Big Idea (Aspect):	,	Y5-6:Sc:WS1, Y5-6:Sc:WS2,	PCM3, Y5:Sc: PCM5	
	· 1	Materials (Identification	Big Idea (Aspect):	Y5-6:Sc:WS3	,	Big Idea (Aspect):
	Big Idea (Aspect): Materials (Identification and Classification) Investigation (Questioning, Measurement)	and Classification, Identification and Classification) Processes (Modelling) Investigation (Investigation, Questioning, Measurement, Observations, Report & conclude, Gather & record data) Creativity (Report & conclude, Gather & record data)	Materials (Identification and Classification) Processes (Modelling, Forces) Comparison(Phenomena) Investigation (Investigation, Questioning, Measurement, Observations, Report & conclude, Gather & record data) Creativity (Report & conclude, Gather & record data)	Big Idea (Aspect): Materials (Identification and Classification) Humankind (Staying safe) Investigation (Investigation, Questioning, Measurement, Observations, Gather & record data) Creativity (Gather & record data)	Big Idea (Aspect): Materials (Identification and Classification, Properties and Uses) Humankind (Staying safe) Investigation (Questioning, Observations)	Materials (Identification and Classification, Properties and Uses) Humankind (Staying safe) Investigation (Questioning, Observations)
History	History: What did Greeks ever do for us?	History: What did Greeks ever do for us?	History: What did Greeks ever do for us?	History: What did Greeks ever do for us?	History: What did Greeks ever do for us?	History: What did Greeks ever do for us?
	Lesson 1: Who were the Greeks and when did they live? L.O. To understand where	Lesson 2: What did the Greeks believe? L.O. To understand the importance of the Greek	Lesson 3: How was Ancient Greece governed? L.O. To identify similarities and differences between	Lesson 4: Did the Ancient Greeks give us democracy? L.O. To understand how	Lesson 5: How do Greek philosophers influence us today? L.O. To understand the	Lesson 6: What did the Greeks do for us? L.O. To identify and explain the achievements
	and when the ancient Greeks lived. KS2: Hi 8	gods. KS2: Hi 8	Athens and Sparta. KS2: Hi 8	the Athenian democracy worked? KS2: Hi 8	importance of the Ancient Greek philosophers. KS2: Hi 8	of the Ancient Greeks. KS2: Hi 8
	Big Idea (Aspect): Change (chronology)	Big Idea (Aspect): Humankind (civilisations)	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):





		Investigation (investigate and interpret evidence)	Significance (significant people) Comparison (compare and contrast) Humankind (hierarchy and power) Creativity (report and conclude) Investigation (investigate and interpret evidence)	Comparison (compare and contrast) Humankind (hierarchy and power) Creativity (communication) Investigation (investigate and interpret evidence)	Significance (significant people) Humankind (civilisations)	Significance (significant people and events) Humankind (hierarchy and power, civilisations) Creativity (report and conclude)
Art	Art: Painting and mixed media – Portraits.	Art: Painting and mixed media – Portraits.	Art: Painting and mixed media – Portraits.	Art: Painting and mixed media – Portraits.	Art: Painting and mixed media – Portraits.	
	Lesson 1: Poem portrait	Lesson 2: Developing drawings	Lesson 3: Self-portraits	Lesson 4: Changing faces	Lesson 5: Mixed-media portraits	
	LO: To explore how a		LO: To identify the features	LO: To develop ideas	•	
	drawing can be	LO: To combine materials	of self-portraits	towards an outcome by	LO: To apply knowledge	
	developed	for effect		experimenting with	and skills to create a	
			KS2:AD1 KS2:AD3	materials and techniques	mixed-media self-	
	KS2:AD1 KS2:AD2	KS2:AD1 KS2:AD2		V00 AB4 V00 AB0 V00 AB0	portrait.	
		Big ideas (Aspect):	Big ideas (Aspect):	KS2:AD1 KS2:AD2 KS2:AD3		
	Big ideas (Aspect):	Materials (Pencil, ink,	Significance (significant		KS2:AD2	
	Materials (Paint)	charcoal and pen)	people, artwork and	Big ideas (Aspect):	Big ideas (Aspect):	
	Materials (Pencil, ink,	Materials (Print)	movements)	Significance (significant	Significance (significant	
	charcoal and pen) Humankind (Human	Humankind (Human Form)	Humankind (Human Form)	people, artwork and movements)	people, artwork and	
	Form)	Creativity (Creation)	Comparison (Compare &	Humankind (Human	movements)	
	Creativity (Creation)	Creativity (Evaluation)	Contrast)	Form)	Humankind (Human	
	Creativity (Evaluation)	, , , , , , , , , , , , , , , , , , , ,	,	Materials (Pencil, ink,	Form)	
				charcoal and pen)		





				Materials (Paint) Creativity (Generation of ideas)	Materials (Pencil, ink, charcoal and pen) Materials (Paint) Materials (Fabric & Paper) Materials (Print) Creativity (Creation) Creativity (Evaluation)	
Music	Music: Composition	Music: Composition	Music: Composition	Music: Composition	Music: Composition	
	notation	notation	notation	notation	notation	
	Lesson 1: Here comes the Egyptians	Lesson 2: Hieroglyphic score	Lesson 3: Play like an Egyptian	Lesson 4: Pitch pyramids LO: To read simple pitch	Lesson 5: Egyptian farewell	
	LO: To sing with accuracy,	LO: To explore and use	LO: To understand note	notation.	LO: To use hieroglyphics	
	fluency, control and expression. KS2: MU1, MU2, MU3, MU4, MU5,	different forms of notation. KS2: MU1, MU2, MU3, MU4, MU5,	length. KS2: MU1, MU2, MU3, MU4, MU5,	KS2: MU1, MU2, MU3, MU4, MU5,	and stave notation to write a piece of music. KS2: MU1, MU2, MU3, MU4, MU5,	
	Big ideas (Aspect): Creativity (Singing, Performance)	Big ideas (Aspect): Creativity (Composition, Pulse and rhythm, Notation)	Big ideas (Aspect): Creativity (Pulse and rhythm, Composition, Notation)	Big ideas (Aspect): Creativity (Composition, Notation)	Big ideas (Aspect): Creativity (Pulse and rhythm, Composition)	
PE	Rugby Lesson 1: Cross the River	Rugby Lesson 2: Apply loop / miss passing in a game.	Rugby Lesson 3: 4v5 defending with a referee	Dance Lesson 1: Creating a ceremonial dance	Dance Lesson 2: Creating battle sequences	Dance Lesson 3: Moving as Greek Gods
	LO: To work together to tag the attackers.	LO: To understand when to apply a miss pass in a game.	LO: To work as a team and adopt suitable positions to prevent an attack.			LO: To create movements that represent their chosen Greek God.





Dreams & Goals Lesson 2: Investigate Jobs and Careers	Dreams & Goals Lesson 3: My Dream Job. Why I want it and the	Dreams & Goals Lesson 4: Dreams and Goals of Young People in	Dreams & Goals Lesson 5: How Can We	Dreams & Goals Lesson 6: Rallying
			Support Each Other?	Support
LO: To know about a range of jobs carried out by people I know and have explored how much people earn in different jobs	LO: To identify a job I would like to do when I grow up and understand what motivates me and	Other Cultures LO: To describe the dreams and goals of young people in a culture different to mine	LO: To understand that communicating with someone in a different culture means we can learn from each other and	LO: To encourage my peers to support young people here and abroad to meet their aspirations, and suggest ways we
Big Idea (Aspect): Place (Diversity) Materials (Consumers)	what I need to do to achieve it Big Idea (Aspect): Humankind (Setting goals) Place (Diversity)	Big Idea (Aspect): Place (Place in the world) Comparison (Compare and contrast)	I can identify a range of ways that we could support each other Big Idea (Aspect): Place (Diversity) Place (Place in the world) Comparison (Compare	might do this, e.g. through sponsorship Big Idea (Aspect): Place (Place in the world) Creativity (Speaking, Listening, sharing)
	explored how much people earn in different jobs Big Idea (Aspect): Place (Diversity)	explored how much people earn in different jobs Big Idea (Aspect): Place (Diversity) Materials (Consumers) grow up and understand what I need to do to achieve it Big Idea (Aspect): Humankind (Setting goals)	explored how much people earn in different jobs Big Idea (Aspect): Place (Diversity) Materials (Consumers) Big Idea (Aspect): Big Idea (Aspect): Big Idea (Aspect): Humankind (Setting goals) mine Big Idea (Aspect): Place (Place in the world) Comparison (Compare and contrast)	explored how much people earn in different jobs Big Idea (Aspect): Place (Diversity) Materials (Consumers) Big Idea (Aspect): Humankind (Setting goals) Place (Diversity) Place (Diversity) Place (Diversity) Materials (Consumers) Big Idea (Aspect): Humankind (Setting goals) Place (Diversity) Place (Diversity) Place (Diversity) Place (Diversity) Place (Diversity) Place (Diversity) Place (Place in the world) Big Idea (Aspect): Place (Diversity) Place (Place in the world)





Computing	Programming A – Selection in physical computing.	Programming A – Selection in physical computing.	Programming A – Selection in physical computing.	Programming A – Selection in physical computing.	Programming A – Selection in physical computing.	Programming A – Selection in physical computing.
	Losson 1.	Lesson 2:	Lesson 3:	Lesson 4:	Leasen F.	Laccom C.
	Lesson 1:	LO: To write a program that	LO: To explain that a loop	LO: To explain that a loop	Lesson 5:	Lesson 6:
	LO: To control a simple	includes count-controlled	can stop when a condition	can be used to repeatedly	LO: To design a physical	LO: To create a program
	circuit connected to a	loops.	is met.	check whether a condition	project that includes	that controls a physical
	computer.	KS2: CO 1, 2, 3, 6	KS2: CO 1, 2, 3, 6	has been met.	selection.	computing project.
	KS2: CO 1, 2, 3, 6			KS2: CO 1, 2, 3, 6	KS2: CO 1, 2, 3, 6	KS2: CO 1, 2, 3, 6
	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):			
				Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):
	Investigation (Data and	Investigation (Data and	Investigation (Data and			
	Computational Thinking)	Computational Thinking)	Computational Thinking)	Investigation (Data and	Investigation (Data and	Investigation (Data and
	Processes (Physical Interaction)	Processes (Physical Interaction)	Processes (Physical Interaction)	Computational Thinking) Processes (Physical	Computational Thinking) Processes (Physical	Computational Thinking) Processes (Physical
	Materials (Hardware)	Materials (Hardware)	Materials (Hardware)	Interaction)	Interaction)	Interaction)
	,	, , , , , , , , , , , , , , , , , , , ,	,	Materials (Hardware)	Materials (Hardware)	Materials (Hardware)
	Kingdom of God – What	Kingdom of God – What	Kingdom of God – What	Kingdom of God – What	Kingdom of God – What	Kingdom of God – What
RE	kind of King is Jesus?	kind of King is Jesus?	kind of King is Jesus?	kind of King is Jesus?	kind of King is Jesus?	kind of King is Jesus?
	Lesson 1:	Lesson 2:	Lesson 3:	Lesson 4:	Lesson 5:	Lesson 6:
	LO: What is the Kingdom	LO: What would Jesus'	LO: How do Christians put	LO: How do Jesus' teaching	LO: How do Christians	LO: How is the Kingdom
	of God?	Kingdom be like?	their belief in Jesus into	relate to today's world?	interpret the teachings of	of God relevant to today's
			practice?		Jesus?	world?
	Y5: Kingdom of God	Y5: Kingdom of God	VE. Vinadom of Cod	Y5: Kingdom of God	VE. Vinadom of Cod	VE: Kingdom of Cod
	Lesson 1	Lesson 2	Y5: Kingdom of God Lesson 3	Lesson 4	Y5: Kingdom of God Lesson 5	Y5: Kingdom of God Lesson 6
			2030110		2030110	2030110