Curriculum Connections

Principles towards curriculum growth
(Lite document)

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Purpose

- Identify potential gaps in learning going forward into the Autumn Term.
- Maximise learning going forward by connecting content from the Summer Term.
- Strategically plan obvious opportunities to refine and blend previous learning.

Use it to

- Support the content when you are planning learning for the Autumn Term.
- Reduce re-writing of content and increase time to plan meaningful learning.
- Essential knowledge notes are suggested but not directed - you know your class best.

Curriculum Connections

Principles towards curriculum growth

DfE guidance, June 2020

- Teach an **ambitious and broad curriculum in all subjects** from the start of the autumn term, but make use of existing flexibilities to create time to cover the most important missed content: Up to and including key stage 3, prioritisation within subjects of the most important components for progression is likely to be more effective than removing subjects, which pupils may struggle to pick up again later. In particular, schools may consider how **all subjects can contribute to the filling of gaps in core knowledge, for example through an emphasis on reading**

- Aim to return to the school's normal curriculum in all subjects by summer term 2021: Substantial modification to the curriculum may be needed at the start of the year, so **teaching time should be prioritised to address significant gaps in pupils' knowledge** with the aim of returning to the school's normal curriculum content by no later than summer term 2021.

- Plan on the basis of the educational needs of pupils: **Curriculum planning should be informed by an assessment of pupils' starting points and addressing the gaps in their knowledge and skills**, in particular making effective use of regular formative assessment (for example, quizzes, observing pupils in class, talking to pupils to assess understanding, scrutiny of pupils' work) while avoiding the introduction of unnecessary tracking systems.

Y2 Autumn 2020

Summer 2020

Date	Subject/Content
20/4, 27/4	**Science** — ☁ Introduce Animals including humans
4/5	**Art** — Sculpture and Mixed Media. Example theme: Superheroes. Kapow Y2
11/5, 18/5	**History** — ☁ Introduce significant local people and events. Unity Y2
25/5	Half term
1/6	**Computing** — ☁ Introduce International space station. Kapow Y2
8/6	**Science** — Revisit plants and bulbs, animals including humans
15/6, 22/6	**Geography** — Revisit and retrieve human and physical features, UK and capital cities. ☁ Where we live. Map work, compass directions, human and physical features. NSEW field skills
29/6	**Design and Technology** — Revisit healthy diet ↰ ☁ Introduce Balanced diet
6/7	**Computing** — ☁ Introduce Stop motion. Kapow Y2
13/7	**Art** — Revisit human form through collage, portraits and sculpture. Kapow Y2
20/7	**Science** — Revisit Animals, Plants, materials. 6 sessions

Summer Year 2 leading into Autumn Year 3

Subject	Year 2 Summer Term Learning Module	Essential knowledge notes to support	Year 3 Links forward 2020 - 2021
Science	Materials (Revisited Spring)	1 and 2	**Autumn** — Rocks
Science	Animals, including humans (nutrition and basic needs)	1, 2 and 3	**Autumn** — Animals, including humans (nutrition, skeleton and muscles)
Geography	Map skills and fieldwork	1, 4 and 5	**Autumn** — Human and physical fieldwork
History	Significant local people and events	chronology note and locality note (as they are all different)	**Autumn** — Changes between Stone Age and Iron Age
Art and Design	Sculpture		Prehistoric art
Art and Design	Revisit human form		Prehistoric art
Computing	Interpreting data	n/a	E-safety and email
Computing	Interpreting data	n/a	Journey inside a computer
Design and Technology	Healthy diet		Animals, including humans (nutrition, skeleton and muscles)

Y3 Autumn 2020

Autumn 2020

Date	Subject/Content
1/9	**Art** — Builds on human form ↰ ☁ Introduce skills. design, drawing, craft, painting and art appreciation Kapow Y3
7/9	**Computing** — ☁ Introduce e-safety and email Kapow Y3
14/9, 21/9	**Science** — Builds on materials Y2 ↰ ☁ Introduce Rocks. Unity Y3
28/9	**Languages** — ☁ Introductions in French – Puppets Kapow Y3
5/10	**Science** — Builds on animals, including humans and living things ↰ ☁ Introduce Animals, including humans
12/10	**History** — ☁ Introduce Stone Age. Unity Y3
19/10	**Art** — ☁ Introduce Prehistoric art. Kapow Y3
26/10	Half Term
2/11	**History** — ☁ Introduce Bronze Age. Unity Y3
9/11	**History** — ☁ Introduce Iron Age. Compare Stone, Bronze and Iron Ages. Unity Y3
16/11	**Geography** — ☁ Fieldwork to record human and physical features. Unity Y3
23/11	**Languages** — ☁ In the classroom. Kapow Year 3
30/11	**Science** — Revisit & retrieve Rocks Unity Y3 ↰
7/12	**Computing** — Builds on - What's a computer? ↰ ☁ Introduce journey inside a computer. Kapow Y3
14/12 **NEW**	**Flexible block** for revisiting and retrieval
21/12	Christmas break

Y3 Autumn 2020

Summer 2020	
20/4	History Revisit & retrieve Iron Age ↩ ☁ Introduce Rome and the Impact on Britain – Roman Empire and invasion.
27/4	History ☁ Introduce Celt / Roman resistance and battle lines
4/5	History ☁ Introduce Romanisation of Britain and decline of Roman Empire. Revisit and retrieve cause, effect and ↩ consequence of Roman Invasion
11/5	Design and Technology Revisit and retrieve Y2 construction ↩ ☁ Introduce construction (Colchester castle) Kapow Y3
18/5	Science Revisit & retrieve Animals incl. humans ↩ ☁ Introduce Animals incl. humans Unity Y3
25/5	Half term
1/6	Languages Revisit playgrounds, adjectives ↩ ☁ Introduce French science and animal vocab Kapow Y3
8/6	Design Technology Revisit and retrieve healthy diet Y2 ↩ ☁ Introduce Eating seasonally Kapow Y3
15/6	Science Revisit and retrieve Plants ↩ ☁ Introduce Y3 Plants
22/6	Unity Y3
29/6	Art and Design ☁ Craft Materials: tie-dye, weave and sew Kapow Y3
6/7	Computing 6 sessions Revisit and retrieve e-safety ↩ ☁ Introduce Networks and info share Kapow Y3
13/7	Science ☁ Introduce Light Unity Y3

Subject	Year 3 Summer Term Learning Module	Essential knowledge notes to support ↗	Year 4 Links forward 2020 - 2021
Science	Animals, including humans (nutrition, skeleton and muscles)	1, 2+3	Autumn Living things and their habitats (grouping, classification, change)
	Plants (flowers, conditions, water transport, pollination)	2, 5+6	
	Light (light to see, reflection, shadows)	1 and 2	Autumn Electricity (source, circuits, conductors, insulators)
History	The Roman empire and its impact on Britain	3, 4, 6+7	Anglo-Saxons and Vikings
Art and Design	Fabrics (weave and sew)		History – Autumn Term Anglo-Saxons and Vikings
			Autumn Term Art skills
Computing	Networks and information sharing		Autumn Term Weather data
Design and Technology	Science - Light	n/a	Autumn Term Torches
	Easting seasonally		Spring Term Animals, including humans (teeth, digestion and food chains)
Languages	French science and vocab		Autumn Term Clothes and Birthdays

Y4 Autumn 2020

Autumn 2020	
1/9	Art and Design Builds on texture and pattern ↩ ☁ Introduce formal elements Kapow Y4
7/9	Science Builds on Living things ↩ ☁ Introduce Habitats
14/9	Unity Y4
21/9	Design and Technology Builds on seasonal food ↩ ☁ Introduce adapting a recipe Kapow Y4
28/9	History Builds on Roman departure ↩ ☁ Introduce people and places - Anglo-Saxons
5/10	Kingdoms and way of life
12/10	☁ Introduce Vikings, invasions and struggle for England – 1066
19/10	Languages ☁ Introduce Clothes Kapow Y4
26/10	Half term
2/11	Design Technology ☁ Introduce Torches
9/11	Geography Builds on physical geography ↩ ☁ Introduce Rivers
16/11	Languages ☁ Introduce birthdays Kapow Y4
23/11	Art and Design ☁ Introduce Art and Design Skills - design, drawing, craft, painting and appreciation Kapow Y4
30/11	Computing ☁ Investigating weather - data Kapow Y4
7/12 -6 Geog	Science ☁ Introduce electricity Unity Y4
14/12 NEW	Flexible block for revisiting and retrieval
21/12	Christmas break

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