Learning Overview/Curriculum MAP Key Stage 2: Years 3,4,5,6 Spring term 1 2019
Theme: 'Cracking Contraptions'

HISTORY

- Trip linked to our topic
- Time line of cars (Top Trumps…First prototype…comparison through time)
- Disasters during the inventing process or journey
- Prototypes
- Narrative of car history

GEOGRAPHY

- Match countries to their famous inventions (Atlas work)
- Invention and the envrironment

RE

- Religion and the individual: what inspires us?
- Inspirational people
- Belonging
- Easter Story

MATHS

- Number and place value
- Addition and subtraction
- Multiplication and division
- Statistics
- Measurement
- Geometry (properties of shape)
- Fractions (including decimals – Y4)
- Geometry (position and direction – Y4/5/6)
- Fractions (including decimals and percentages – Y5/6)
- Ratio and proportion (Y6)
- Algebra (Y6)

LITERACY

- How to Invent (Instruction)
- Cracking contraptions (explanation)
- How to train a train (instructional)
- Upper KS2 – Inventors brief
- Lower KS2 – Narrative of car history
- Museum display or exhibit (compare and contrast prototypes with most recent)

LANGUAGE

- How do languages impact on technology and industy
- Using technology for translations 'lost in translation'
- How language is influenced by culture

SMSC

- Consider the impact of inventions on the environment

PERSONAL DEVELOPMENT

- Creativity and curiosity
- Resilience
- Going for Goals

CREATIVE AND CRITICAL THINKING

- Evaluating and improving invented products

DIGITAL DIMENSION

- Powerpoint presentation for Dragon's Den
- Exploring technologiies

CREATIVE OUTPUTS

- Design and make a bridge that can span 1m gap
- Instructions for a circuit
- Dragons Den (invention persuasion) – Y5/6
- Inventors brief – Y5/6
- Top trumps of cars

SCIENCE – forces/electricity

- Exploring circuits to activate devices
- Understanding conductivity of materials by designing and making switches
- Explore mechanisms (levers, pulleys and gears), friction, resistance (air and water) and gravity

COMPUTING

- We are bloggers
- Keyboard skills, touch typing
- We are programmers / software developers
- Exploring technologies of the future

MUSIC

- Composing rhythms of mechanisms using untuned instruments

ART AND DESIGN

- Drawing machinery and products (Lower KS2 - 2D, Upper KS2 – 3D)
- Microchip colour continuous line drawing
- Exploring the artwork of Ulrike Martin

PHYSICAL EDUCATION, DRAMA AND DANCE

- Gymnastics
- Invasion games
- Dance (mechanical movement theme)

DESIGN AND TECHNOLOGY

- Design a paper bridge
- Exploring materials and their properties
- Musical opening greetings card
- Burglar alarm for a door