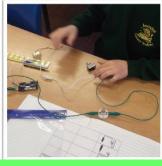
Our Curriculum at Kessingland Church of England Primary Academy

Phase: LKS2







Term: Spring (B)

Religious Education:

Spring 1 (Christianity)
Gospel - What kind of world did Jesus want?

- Know that the 'Gospels' tell the story of the life and teaching
- Make clear links between the calling of disciples and how Christians try to follow Jesus and be 'fishers of people'.
- Think about what Jesus' actions towards the leper might mean for Christians.
- Give examples linked to the Bible stories of how Christians how love to all.

Spring 2 (Christianity)

Salvation - Why do Christians call the day Jesus died 'Good Friday'?

- Offer suggestions about what texts about the entry to Jerusalem and the death and resurrection of Jesus might
- Give examples of what the texts studied mean to Christians.
- Make simple links between the Gospel texts and how Christians mark the Easter events in their church communities.
- Describe how Christians show their beliefs about Palm Sunday, Good Friday and Easter Sunday in worship.
- Make links between the stories and teachings in the Bible and life in the world today.

History:

Romanisation

- -Know why the Roman empire was so successful.
- -Know where the Roman Empire was and how it grew.
- -Ask historical questions about what happened and why.
- -Use a variety of sources and assess their reliability.

Geography:

Europe: Naples and Campania

- -Identify Italy on a world map and relate them to the main lines of latitude.
- -Identify and compare human and physical geographical features in Italy.
- -Know where Italians trade around the
- -Explain how volcanoes are formed.
- -Identify different types of volcanoes and explain how they erupt.
- -Describe and explain the impacts of tourism.

Art and Design:

Drawing and Printing: Portraits

- -Use a historical figure/ bust as a starting point to draw from using cross hatching and coloured pencils to add tonal contrast.
- -Print a complex pattern as a background made of two or more motifs, using three colour inks.
- -Monoprint a face by tracing a photograph to explore lines, marks and tone.
- -Print on a variety of surfaces.

Music:

Change in Pitch, Tempo and Dynamics (Theme: Rivers)

- -Singing accurately in two parts using expression and dynamics.
- -Recognising and identifying key elements of music.
- -Knowing what an ostinato is and performing a vocal ostinato.
- -Creating and performing an ostinato.
- -Improving and performing a piece of music based around ostinatos.

Design and Technology:

- Mechanical Systems: Make a slingshot car -Work independently to produce an
- accurate, functioning car chassis.
- -Design a shape that is suitable for reducing air resistance through the design of the shape.
- -Produce panels that will fit the chassis and can be assembled using tabs.
- -Construct a car body by trailing designs and using the results to make improvements.

Computing:

Audio Editing

- -Identify the input devices used to record sound and the output devices needed to listen
- -Explain that audio recordings can be edited.
- -Use computers to record audio.
- -Recognise the different parts of creating a podcast project, combining sounds to create lavers in recordings.
- -Apply audio editing skills independently to edit, trim and align their voice recordings.
- -Combine audio by arranging multiple sounds to layer voice recordings.

Skills for Life:

Spring 1 - Keeping myself safe This unit looks at keeping ourselves healthy and

Spring 2 - Rights and responsibilities The children will learn about money, living in the wider world and the environment.

Modern Foreign Languages:

French Transport

Physical Education:

Games: Netball: moving, catching, throwing

Badminton: Intro to Net games

Gymnastics: Planning and performing increasingly complex sequences

Photo Editing

- -Explain that digital images can be changed in real life using editing software.
- -Change the composition of an image by selecting parts of it - filters, colours - for different uses.
- -Discuss why images may be retouched and choose the appropriate tools to retouch an image.
- -Recognise that not all images are real. Combine your own images to create a new image.