The Synergy Schools Federation – Single Form Entry Context Plan

	Key Stage 1		Key Stage 2				
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Experiences	Local Geography Study (Village and further afield)	Visit to Richmond Castle	Visit to Hadrian's Wall	Complete a study of a local river Visit to Bolton Castle	Walk up a local mountain Visit to Houlgate Village, York	Local/regional geographical study Visit to Saltaire, Bradford	
Book Link suggestions	This is how we do it (around the world) The Great fire of London	Big Cats (Africa) Handa's Suprise The Way Back Home (Space)	Rose Blanche (Modern War) Refugees Journey (Local Study) Plastic Pollution (Local study) Letters from a lighthouse	Stone Age Boy Flood Anglo Saxon Battle The River Earthquakes (By Robin Jacobs)	Greta Thunberg (Planet rescue) Save the planet The Creature (Save our planet) Detailed Ancient Greece	Cosmic (Space) One Small step (video) Hatchepsut Egypt The explorer - under the canopy (Amazon) Secrets of a sun king Should we feed the animals	
History	1.Holidays in the Past 2.Great Fire of London	1.Richmond Castle 2.Florence Nightingale, Mary Seacole and Edith Cavell	1.Stone Age to Iron Age 2.Roman Britain	1.Ancient Greece 2.The History of Bolton Castle	1.Ancient Maya 2.Anglo Saxons and Vikings	1.Ancient Egypt 2.Industrial Revolution	
Geography	1.Weather and Seasons 2.United Kingdom 3.Our Village	1.Continents and Oceans 2.Hot and Cold Places 3.Mugumareno Village, Zambia	1.Climate Zones 2.North America, The Rockies 3.Rio and South East Brazil	1.Rivers 2.Rainforests 3.South America, The Amazon	1.Mountains 2.Volcanoes and Earthquakes 3.European Region	1.United Kingdom 2.Local Area and Region	
Science	1.Plants 2.Animals, including humans 3.Everyday Materials 4.Seasonal Changes	1.Plants 2.Animals Including Humans, 3.Uses of everyday materials, 4.Living things and their habitats	1.Plants 2.Animals Including Humans 3.Rocks 4.Light 5.Forces and Magnets	 Living things and their habitats Animals Including Humans States of Matter Plants Electricity 	 Living things and their habitats Animals Including Humans Properties and changes of materials Earth and Space Forces 	1.Living things and their habitats 2.Animals Including humans 3.Evolution and inheritance 4.Light 5.Electricity	
Physical Education	1.Multi Skills 2.Dance 3.Gymnastics 4.Brilliant Ball Skills 5.Throwing and Catching 6.Active Athletics 1.Boot Camp	1.Multi Skills 2.Dance 3.Gymnastics 4.Brilliant Ball Skills 5.Throwing and Catching 6.Active Athletics 1.Boot Camp	1.Multi Skills 2.Dance 3.Gymnastics 4.Brilliant Ball Skills 5.Throwing and Catching 6.Active Athletics 1.Swimming	1.Invaders 2.Dance 3.Gym Sequences 4.Striking and Fielding 5.Nimble Nets 6.Young Olympians 1.Swimming	1.Invaders 2.Dance 3.Gym Sequences 4.Striking and Fielding 5.Nimble Nets 6.Young Olympians 1.Boot Camp	1.Invaders 2.Dance 3.Gym Sequences 4.Striking and Fielding 5.Nimble Nets 6.Young Olympians 1.Boot Camp	
	2.Mighty Movers 3.Skip to the Beat 4.Gymfit Circuits 5.Cool Core 6.Fitness Frenzy	2.Mighty Movers 3.Skip to the Beat 4.Gymfit Circuits 5.Cool Core 6.Fitness Frenzy	2.Swimming 3.Step to the Beat 4.Gymfit Circuits 5.Swimming 6.Swimming	2.Swimming 3.Step to the Beat 4.Gymfit Circuits 5.Swimming 6.Swimming	2.Boxercise 3.Step to the Beat 4.Gymfit Circuits 5.Pilates 6.Fitness Frenzy	2.Boxercise 3.Step to the Beat 4.Gymfit Circuits 5.Pilates 6.Fitness Frenzy	
Art	1.Art and Design Skills 2.Formal Elements of Art 3.Sculpture and Collages 4.Landscapes and Different Media	1.Art and Design Skills 2.Formal Elements of Art 3.Sculpture and Mixed Media 4.Human form	1.Art and Design Skills 2.Formal Elements of Art 3.Craft 4.Prehistoric Art	1.Art and Design Skills 2.Formal Elements of Art 3.Sculpture 4.Every Picture tells a Story	1.Art and Design Skills 2.Formal Elements of Art 3.Design for Purpose 4.Every picture tells a story	1.Art and Design Skills 2.Photography 3.Make my voice heard 4.Still life	
DT	1.Fruit and Vegetables 2.Constructing a windmill 3.Puppets	1.Fairground Wheel 2.Making a moving monster 3.Pouches	1.Eating seasonally 2.Constructing a castle 3.Electronic Charm	1.Making a slingshot car 2.Pavilions 3.Fastenings	1.What could be healthier? 2.Electronic greeting cards 3.Monitoring Devices	1.Playgrounds 2.Steady hand game 3.Navigating the world	

Music	1.Introducing Beat	1. Combining Pulse, Rhythm	1.Focus on Dynamics & Tempo	1.Interesting Time Signatures	1.Exploring Key & Time	1.Exploring Notation Further
Widdle	2.Adding Rhythm & Pitch	& Pitch (Y1 Unit)	(Y2 Unit)	2.Combining Elements to Make	Signatures	2.Understanding Structure &
	3.Introducing Tempo &	2. Exploring Simple Patterns	2.Developing Notation	Music	2.Emotions & Musical Styles	Form
	Dynamics	3. Inventing a Musical Story	3.Ocarina 1	3.Ocarina 2	3.Ocarina 3	3.Ocarina 4
French	1.Les Bois Sauvage	1.Les Vetements	1.Moi	1.Le Monstre	1.La Famille	1.Les Portraits
Trenen	2.Les Animaux a la Ferme	2.Noel	2.Les Couleurs	2.Le Calendrier	2.On fait la fete	2.Les Cadeaux
	3.Alouette	3.Les Fruites	3.La Jungle	3.Les Animaux	3.Cher Zoo	3.Le Carnaval
	4.De Quelle Couleur?	4.Le Pique-Nique	4.Tutti Frutti	4.Au Marche	4.Le Petit Dejeuner	4.Au Café
	5.A la Plage	5.Les Vacances	5.Viva le Sport	5.Le Suis le Musicien	5.Le temps libre	5.Tour de France
	, , , , , , , , , , , , , , , , , , ,		6.Le Meteo	6.A la mode	6.A la Plage	6.Les Destinations
PSHCE	1.Being Me in My World	1.Being Me in My World	1.Being Me in My World	1.Being Me in My World	1.Being Me in My World	1.Being Me in My World
1 SHCL	2.Celebrating Difference	2.Celebrating Difference	2.Celebrating Difference	2.Celebrating Difference	2.Celebrating Difference	2.Celebrating Difference
	3.Dreams and Goals	3.Dreams and Goals	3.Dreams and Goals	3.Dreams and Goals	3.Dreams and Goals	3.Dreams and Goals
	4.Healthy Me	4.Healthy Me	4.Healthy Me	4.Healthy Me	4.Healthy Me	4.Healthy Me
	5.Relationships	5.Relationships	5.Relationships	5.Relationships	5.Relationships	5.Relationships
	6.Changing Me	6.Changing Me	6.Changing Me	6.Changing Me	6.Changing Me	6.Changing Me
Religious	NYAS 1.5 What makes some	UC 1.4 Gospel - What is the	UC 2a.1 Creation/Fall - What do	UC 2a.4 Gospel - What kind of	NYAS U2.1 Why do some people	UC 2.5 Is it better to express your
-	places sacred?	good news Jesus brings?	Christians learn from the creation	world did Jesus want?	think God exists?	beliefs in arts and architecture or
Education	UC 1.3 Incarnation -Why does	NYAS 1.6 How and why do	story?	NYAS L2.9 What can we learn	UC 2b.3 People of God - How can	charity and generosity?
	Christmas matter to Christians	we celebrate special and	UC 2a.2 People of God - What is	from religions about deciding	following God bring freedom and	UC 2b.1 God - What does it mean
	UC 1.1 Who is a Christian and	sacred times (non - Christian	it like to follow God?	what right and wrong?	justice?	if God is holy and loving?
	what do they believe?	focus)	NYAS L2.4 Why do people pray?	NYAS L.2.6 Why do some people	UC 2b.8 Kingdom of God - What	NYAS U2.3 What do religions say
	NYAS 1.7 What does it mean to	NYAS 1.2 Who is a Muslim	NYAS L2.5 Why are festivals	think that life is a journey and	kind of king is Jesus?	to us when life gets hard?
	belong to a faith community?	and what do they believe?	important to religious	what significant experiences	UC 2b.6 Salvation - What did	UC 2b.7 Salvation - What
	UC 1.1 God - What do	UC 1.5 Salvation Why does	communities? (Easter focus and	mark this?	Jesus do to save human beings?	difference does the resurrection
	Christians believe God is like?	Easter matter to Christians?	Eid)	UC 2a.5 Salvation - Why do	NYAS U2.6 What does it mean to	make to Christians?
	UC 1.2 Creation - Who made	NYAS 1.8 How should we	UC 2a.6 Kingdom of God - When	Christians call the day Jesus died	be a Muslim in Britain today?	UC 2b.5 Gospel - What would
	the world?	care for others and the world	Jesus left, what was the impact	'Good Friday'?	UC 2b.4 Incarnation - Was Jesus	Jesus do?
		and why does it matter?	of Pentecost?	UC 2a.3 Incarnation/God - What	the Messiah?	UC 2b.2 Creation/Fall - Creation
		matter to Christians?		is the Trinity?		and science: conflicting or
		NYAS 1.3 Who is Jewish and		NYAS L2.8 What does it mean to		complementary?
		what do they believe?		be a Hindu in Britain today?		
Computing	1.Controlling a Programmable	1.Purple Mash 2.1: Use	1.Rapid Router (Code for Life) –	1.Purple Mash 4.1 IF Statements	1.Purple Mash 5.1:	1.Purple Mash 6.1: Designing and
computing	Toy – Beebot/Roamer	Logical Reasoning to solve	Finding and Correcting Bugs in	and Variables	Decomposition and Abstraction;	making a more complex program
	2.Purple Mash 1.5: Control a	coding problems	Programmes	2.Rapid Router (Code for Life) –	Strings and Variables	2.Controlling External Devices
	sprite on screen (and using	2.Lightbot: Use Logical	2.Purple Mash 3.4: Learning to	Using Procedures	2.Purple Mash 5.5: Game Creator	(BBC Microbit)
	Lightbot)	Reasoning to solve coding	Туре	3.Data Logging – Using the	(2DIY 3D)	3.Designing and TV Advert
	3.Word Processing – Basic	problems	3.Creating Digital Art – Sketchpad	Arduino App	3.Become a Graphic Designer	(iMovie)
	Functions	3.Teaching the basics of	/ Kleki	4.Purple Mash 4.6: Creating an	(Canva.com or Publisher)	4.Purple Mash 6.9: Spreadsheets
	4. Finding Images on the	sending and receiving emails.	4.Purple Mash 3.6: Branching	Animation – 2Animate	4.Collaborative Working Online	(MS Excel)
	Internet	4.Add images from the	Databases	5.Using Sway to present a range	5.Advanced Digital Art (Pixlr	5.Creating a Year Book – MS
	5.Pic Collage/Using images to	Internet	5.Creating more complex	of media	Editor)	Publisher
	be creative with technology	5.Purple Mash 2.5: Effective	documents using Word online	5.Purple Mash 4.2: Phishing,	6.Be Internet Legends (Y5/6	6.Purple Mash 6.6: Difference
	6.Purple Mash 1.1: Online	Internet Searching	(Office 365)	Malware and Plagiarism	Series 1/2)	between the www and the
	Safety	6.Purple Mash 2.4:	6.Be Internet Legends (Y3/4 –	6.Purple Mash 4.8: Hardware		Internet
		Questioning	Series 1)	Investigators		7.Purple Mash 6.2: Risks and
			,			Benefits of Being Online