

## Clarkson Class Curriculum Overview – Spring 2026

|           | Spring 1  | Spring 2   |
|-----------|---|--|
| English   | Fiction – warning tale with focus on building suspense<br>Non-Fiction – discussion text   | Fiction – quest story with focus on dialogue<br>Non-Fiction – recount (diary entry)  |
| Maths     | Place value and algebra<br>Addition and subtraction<br>Geometry – position and direction<br>Measures - mass   | Multiplication and division<br>Fractions and decimals<br>Measures – time   |
| Art       | <u>Design in Art</u><br>1. What is design in art?<br>2/3. Examining design in Matisse's cut outs<br>4. Examining design in The Scream—expressionism<br>5. Examining design in The Scream—colour<br>6. Making your own Scream! | <u>Monuments of Ancient Rome</u><br>1. Introduction to Ancient Rome and the Pantheon<br>2. Construction of the Pantheon<br>3. The Colosseum<br>4. Construction of the Colosseum<br>5. Trajan's Column<br>6. Making a model Parthenon |
| Computing | Scratch - programming   | PowerPoint - skills  |
| DT        | Making moving miniature playgrounds   |  |
| Geography | <u>Eastern Europe</u>   | <u>Northern Ireland</u>  |

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|         | <ol style="list-style-type: none"> <li>1. Key Places in Eastern Europe</li> <li>2. Climate of Eastern Europe (graphs, rain fall, temperature variation, distance from the equator)</li> <li>3. Physical Features of Eastern Europe</li> <li>4. Comparison of an Eastern European country with the UK</li> <li>5. Conflict in Eastern Europe</li> </ol> | <ol style="list-style-type: none"> <li>1. An Introduction to Northern Ireland</li> <li>2. Visiting Northern Ireland</li> <li>3. Northern Ireland, the Republic of Ireland and the partition</li> <li>4. The Giant's Causeway</li> <li>5. The Marble Arch Caves</li> </ol>                                |
| History | <u>Life in Ancient Rome</u> <ol style="list-style-type: none"> <li>1. Locating Ancient Rome</li> <li>2. Monarchy, Republic, Empire: Rome's different governments</li> <li>3. Pompeii</li> <li>4. A day in the life of Ancient Rome</li> <li>5. Latin: A Roman legacy</li> </ol>  | <u>The Rise and Fall of the Roman Empire</u> <ol style="list-style-type: none"> <li>1. The Punic Wars and the expanding empire</li> <li>2. Julius Caesar</li> <li>3. Caesar Augustus and the Pax Romana</li> <li>4. Christianity in the Roman Empire</li> <li>5. The Fall of the Roman Empire</li> </ol> |
| Latin   | <u>A Soldiers Life</u><br>Understand life in the Roman army<br>Using prepositions in Latin   | <u>How Beautiful!</u><br>Jewellery, clothes and cosmetics worn by Roman women<br>Using conjunctions in Latin   |
| Music   | <u>Stop</u><br>Listen and appraise<br>Singing  | <u>Lean on Me</u><br>Listen and appraise<br>Singing  |

|         |  |   |
|---------|--|---|
|         | Improving and composing using instruments<br>Performing<br>Evaluating performance  | Improving and composing using instruments<br>Performing<br>Evaluating performance   |
| PE      | Dance<br>Basketball (POSH)   | Games<br>Football (POSH)  |
| PSHE    | Anti-Bullying<br>Financial Capability  | Managing Risk<br>Safety Contexts  |
| RE      | What kind of world did Jesus want?   | Why do Christians call the day Jesus died 'Good Friday'?  |
| Science | <u>Electricity</u><br>1. Electrical Safety<br>2. Parts of a circuit<br>3. Switches<br>4. Thomas Edison and Lewis Latimer<br>5. Investigating conductive and non-conductive materials | <u>Sound</u><br>1. What is sound?<br>2. Speed of sound<br>3. Qualities of sound - Pitch and Volume<br>4. Human Voice<br>5. Ears – How we Hear |