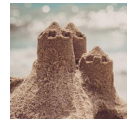
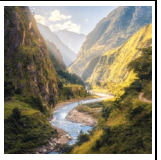
HUNDON AND THURLOW PRIMARY FEDERATION

Laying the foundations for a bright future

OUR CURRICULUM PLAN 2026/27

	YEAR GROUP	AUTUMN TERM		SPRING TERM	SUMMER TERM	
CYCLE A (2026-27)	RECEPTION	**Theme: Let's Explore**  This project teaches children about the environments that they share with others, including their homes, school and places in the local community. **Computing** –Computing systems and networks 1: Using a computer **Music** – My musical classroom		**Theme: Ready, Steady Grow**  This project teaches children about food and farming and explores themes, including where food comes from, what plants and animals need to grow and survive and what constitutes a healthy lifestyle. **Computing** – Computing systems and networks 2: Exploring hardware. Programming: All about instructions **Music** – Musical patterns and performing	**Theme: Animal Safari**  This project teaches children about the animals that live around the world, how to look after animals and the importance of caring for our local and global environments. **Computing** – Data Handling: Introduction to data **Music** – Sound Stories	**Theme: On the Beach**  This project teaches children about the plants and animals that live at the seaside. It also explores holidays in the past and the importance of keeping safe in the Sun. **Music** – Sound Stories
	YEAR 1 YEAR 2	**Theme: Towers, Tunnels & Turrets**  This project teaches children all about castles and how they were built. They learn about the features and what they were used for. **CLASS TEXT/S: The Tunnel by Anthony Browne**	**Theme: The Scented Garden**  This project teaches children about how plants and trees grow and encourages them to grow their own. **CLASS TEXT/S: Jack and the Beanstalk** **Science** – How does grass grow? What's on	**Theme: The Enchanted Woodland**  This project teaches children about the habitats of woodland creatures **CLASS TEXT/S: Stick Man by Julia Donaldson** **Science** – What's in a bud? Are all leaves the same? Do pine cones know it's raining? How do leaves change? **Music** – Exploring Sounds **Computing** – Programming 1 (Algorithms & Debugging Option 2); Creating Media (Stop Motion - tablet)	**Theme: Coastline**  This project allows the children to learn about the physical and human features of coastal regions across the United Kingdom, including a detailed exploration of the coastal town of Whitby, in Yorkshire. **CLASS TEXT/S: Katie Morag and the New Pier** **Science** – Uses of Materials. Plant survival. Flower head. **Art/Design & Technology** – Beach Hut.	

		Science – Can you make a paper bridge? Where do worms like to live? **Music** – Move to the beat- exploring pulse and rhythm **Computing** –Online Safety Y2	your shoes? Can seeds grow anywhere? **Music** – Move to the beat- exploring pulse and rhythm **Computing** – Computing Systems and Networks: What is a Computer?		**Music** – High and Low Exploring Pitch **Computing** – Data Handling -International Space Station

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	YEAR 3 **YEAR 4**	**Theme: Predator!**  This project teaches children about predators and their prey. The children then need to use their new knowledge to design their own apex predator. **CLASS TEXT/S: Sheep Pig by Dick King-Smith** **Science** – How do fossils form? Why are trees tall? How do worms move? What are flowers for? What are our joints for? What do owls eat? **Computing** –Online Safety (Y4) Computing Systems and Networks: Google – Collaborative Learning **French** – French greetings with puppets. French adjectives of colour, size and shape. **Music** – Hear it, play it! Exploring rhythmic patterns	**Theme: Invasion**  This project teaches children about life in Britain after the Roman withdrawal. Children will learn about Anglo-Saxon and Viking invasions up to the Norman conquest. **CLASS TEXT/S: The Saga of Erik the Viking by Terry Jones** **Science** – Food and digestive system. Sound. **Art/Design & Technology** – Contrast and complement. Fresh food, good food. Warm and cool colours. Warp and weft. **Computing** –Programming 1: Further Coding with Scratch. Programming 2: Computational Thinking **French** – French playground games – numbers and age. In a French classroom. **Music** – Painting pictures with sound	**Theme: Misty Mountains, Winding River**  This project teaches children about the characteristics and features of rivers and mountain ranges around the world, including a detailed exploration of the ecosystems and processes that shape them and the land around them. **CLASS TEXT/S: King of the Cloud Forests by Michael Morpurgo** **Science – States of matter. Grouping and classifying.** **Art/Design & Technology** – Animal. Functional and fancy fabrics. Vista. **Computing** – Data Handling – Investigating Weather **French** – French transport. A circle of life in French. **Music** – Sing, play, notate!

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CYCLE B (2025-26)	YEAR 5 YEAR 6	**Theme: Hola Mexico!**  This project teaches children about the mysterious world of the ancient Maya civilisation as well as exploring this unique country, from its towering temples and stunning geography to its pulsing rhythms and fun festivals **CLASS TEXT/S: Holes by Louie Sachar** **Science** – Stargazers. How can we make red? What colour is a shadow? **Computing** – Online Safety (Y5) & Data Handling: Big Data **French** – French sport and the Olympics. French football champions. **Music** – Rhythm builders- exploring rhythmic layers	**Theme: Frozen Kingdoms**  This project teaches children about the planet's coldest lands. Vast wilds and hostile territories; incredibly beautiful, yet often deadly. They will research facts and figures of climate, temperature, habitats and ecosystems. **CLASS TEXT/S: The Wolf Wilder by Katherine Rundell** **Science** –Electrical components and circuits. **Art/Design & Technology** –Engineer. Environmental Artists. Inuit. **Computing** –Computing Systems and Networks – Exploring AI Programming 2 -BBC Micro:bit **French** – In my French house. Planning a French holiday. **Music** – Music and words	**Theme: Britain at War**  This project teaches children about the causes, events and consequences of the First and Second World Wars, the influence of new inventions on warfare, how life in Great Britain was affected and the legacy of the wars in the post-war period. **CLASS TEXT/S: War Horse by Michael Morpurgo** **Science** – Light theory. Evolution and inheritance. **Art/Design & Technology** – Distraction and abstraction. Bees, beetles and butterflies. Make do and mend. **Computing** – Computing Systems and Networks: Search Engines **French** – Visiting a town in France. **Music** - Song ingredients- exploring melody, harmony and lyrics