Limitless Dreams, Endless Opportunities



& Nursery

Manor Park Whole School Curriculum



<u>The Curriculum at</u> <u>Manor Park Primary School and Nursery</u>



At Manor Park we pride ourselves in delivering a broad and balanced curriculum which is designed to reflect the wider world and our children's place in it as well as reflecting our core values: respect, resilience, responsibility, pride and reflection. Our curriculum intends to capture children's interests and develop their understanding by creating meaningful learning opportunities within a knowledge rich framework. In a global climate of rapid change, our approach is to ensure that learning is memorable, relevant and purposeful so that our children are ready academically and personally to leave Manor Park and embrace the next stages in their education and beyond.

Intent (What do we what our children to know and understand from our curriculum?)

Subject	By the time children leave Manor Park they will be learners who
English and	have developed excellence in English and mathematics skills to equip them to understand the world and have the crucial
mathematics	foundations to access all other areas of learning.
History	have developed a knowledge of an historical timeline and understanding of how history shapes the world today. Children will also develop in depth knowledge and understanding of particular events and people from the past.
Geography	have developed a knowledge of the world and its places. They will understand differences and similarities between people and places around the world and develop an appreciation for the diversity of the planet and the need to protect the natural environment.
Art	have developed knowledge of different artists and techniques, an understanding and appreciation of art and the skill to produce their own pieces of art.
Design and	have developed a knowledge of design and designers and an understanding of the plan, make, review process. They will
Technology	have also developed the skills to construct a range of designs with different materials and tools including use of ICT.
Computing	have developed a knowledge of coding and computing and understanding of how these technologies can help to children to develop computational thinking to access, use and create technology. They will know how to be safe online.
Music	have developed a deep love of music through critical engagement with a wide canon of music and the ability to compose their own music. They will have the opportunities to develop creativity and confidence through a range of instruments.
Physical Education	are inspired to be physically confident and fit and healthy enough to take on challenges including competitive sport. They will develop their coordination, tactics, fitness and skills in a range of sports and games.

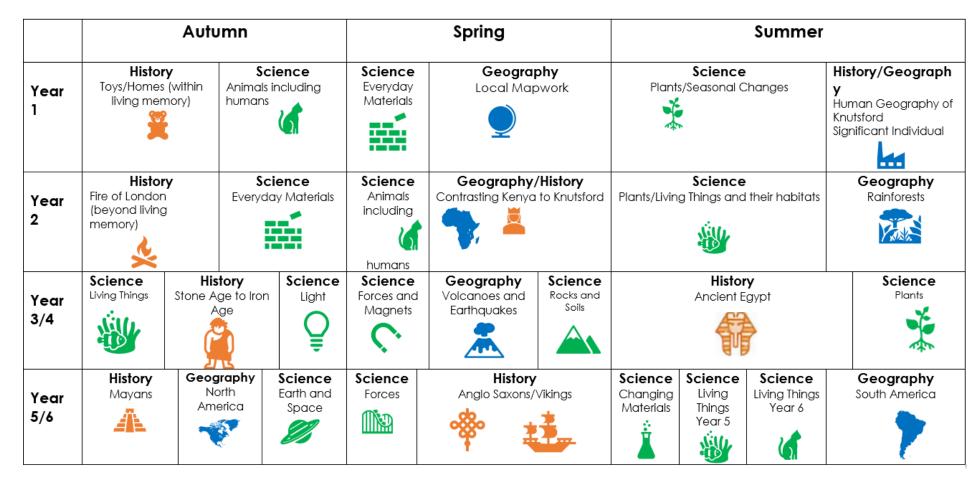
Religious Education	can reflect on their own beliefs and values through studying different religions and developing knowledge and understanding of different belief systems. They will have an inclusive and tolerant approach to studying religion.
Science	have developed a deep understanding of the world through the scientific disciplines of biology, chemistry and physics and the scientific method. They will have an appreciation of the power of science to inform our world view and the benefits it has brought to humanity will also be acquired. Children will develop a curiosity about the world and the skills and vocabulary to enquire scientifically.
PSHCE/RSE	will be equipped with tools to maintain healthy and positive lifestyles with regard to relationships, diet and their own personal identity and body image. As they become more confident throughout the areas of PSHE/RSE and progress in the related skills, they will also achieve a greater understanding of their personal role in society.
Modern Foreign Languages	have developed an appreciation for other cultures and languages and develop deeper knowledge and use of the French language.

Implementation (How will we deliver our curriculum?)

Cycle A

	Autu	umn		Spriı	ng			Sun	nmer
Year 1	History Toys/Homes (within living memory)	Science Animals including humans	Scien Everyday M	Naterials		Geography cal Mapwork	Scier Plants/Season		History/Geography Human Geography of Knutsford Significant Individual
Year 2	History Fire of London (beyond living memory)	Science Everyday Materials	Scien Animals in huma	cluding		asting Kenya to ord	Scier Plants/Living Thi habit	ings and their	Geography Rainforests
Year 3/4	Science Animals inc humans(year 3	History Romans	Science Electricity	Geograp Rivers		Science States of Matter	Scier Sour		History Ancient Greece
Year 5/6	History World War 2	Science Electricity/Light	Geogra European Reg Manchester	gion V	Animal	Science s including Humans and Year 6 units	Science Evolution and Inheritance		story/Geography rimination and Slavery

Cycle B



We have developed a Project based curriculum, which is both thematic and linked to our High Quality Texts in English. Each project uses an enquiry based approach from which all our History, Geography, Science, Art and Design Technology learning derives. A main subject driver is enhanced through meaningful connections with other subjects creating a holistic approach to learning. Where possible, other subjects are linked or taught discretely including Computing, RE, PSHE, MFL and Music.

We have high expectations for all children and believe that all children are capable of achieving and succeeding in their learning. Through maintaining a broad and balanced curriculum where concepts are delivered in depth, we aim to ensure that all children meet end of year outcomes.

Impact (How do we know what the children can do and what they understand?)

Each subject is driven forward by a member of staff who monitors the attainment and progress of our children. We do this in a variety of ways including speaking to children, looking at their learning in their books, observing lessons and using data gathered from our school's assessment system. This analysis can then be used to provide support and resources where needed to maintain high standards across all subjects.

Limitless Dreams, Endless Opportunities



Manor Park School & Nursery

Manor Park Cycle A

Manor Park Primary School and Nursey Long Term Learning Adventure Overview – Cycle A



	Autu	Jmn		Sprin	g		Summer
Year 1	History Toys/Homes (within living memory)	Science Animals including humans	Scien Everyday N	Naterials	Geography Local Mapwork	Science Plants/Seasonal Ch	anges History/Geography Human Geography of Knutsford Significant Individual
Year 2	History Fire of London (beyond living memory)	Science Everyday Materials	Scien Animals in huma	cluding C	Contrasting Kenya to nutsford	Science Plants/Living Things a habitats	nd their Geography Rainforests
Year 3/4	Science Animals inc humans(year 3	History Romans	Science Electricity	Geograph Rivers	ny Science States of Matter	Science Sound	History Ancient Greece
Year 5/6	World War 2	Science Electricity/Light	Geogra European Re Manchester	gion V 🛛 🗛	Science nimals including Humans ear 5 and Year 6 units	Science Evolution and Inheritance	History/Geography Discrimination and Slavery

Manor Park School and Nursery Deep Learning Curriculum – Endless Dreams, Limitless Opportunities Long Term English Links Overview A

Year 1	A	utumn		Spring		ummer
High Quality Texts	Lost and Found	COLOR DE LA COLOR	LION INSIDE	Alata Deare BEEGU	oys Dace	A Midsumner Night's Draam
Read Write Inc.	Read Write Inc.	Read Write Inc.	Read Write Inc.	Read Write Inc.	Read Write Inc.	Read Write Inc.
Year 1 Projects	Changes within living Animals including hu Seasonal Changes		Everyday materials Geography of Schoo Seasonal Changes	ol Grounds	Plants Seasonal Changes Study of Local Area	

Year 2	Aut	umn	Sp	ring	Sur	nmer
High Quality Texts	LOOK	The Oud sky mar Afraid Tark	Grandad's Camper		The List Wolf Mini Data	Annual Control of Cont
EdShed 🐠			EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠
Year 2 Projects	The United Kingdom Changes beyond Living Everyday materials	l Memory	History linked to lives of Comparison between K Animals including Huma	Knutsford and Kenya	Living things and habite Rainforests	l ots

Manor Park School and Nursery Deep Learning Curriculum – Endless Dreams, Limitless Opportunities Long Term English Links Overview A

Year 3/4 A	Aut	tumn	Sp	oring	Sum	mer 1
High Quality Texts		LEDIN	OURTOWER	WISP Here Here	Alba THE MUND RED VERY OLD FISH REDUCT FISH REDUCT FISH REDUCT FISH	SINGE SINGE SINGE SINGES
EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠
Year 3/4 Projects	Animals including hum Romans Light and Dark	ans	Electricity States of Matter Rivers		Sound Ancient Greeks	

Year 5/6 A	Au	tumn	Sp	oring	Sur	nmer
High Quality Texts	Star of Fear, Shar of Huge	call we save the nuer	Selfish Giant		MANFISH	Holling Made pare
EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed	EdShed 🐠
Year 5/6 Projects	World War 2 Electricity Light		Animals including Hum Manchester v Europea		Evolution and inheritan History of slavery	ce

Manor Park School and Nursery Deep Learning Curriculum – Endless Dreams, Limitless Opportunities Long Term Maths Links Overview A

Mathematics Curriculum	Numbers to 10 Part whole within 10 Addition and subtraction within 10	2D and 3D shapes Numbers to 20	Addition within 20 Subtraction within 20 Numbers to 50	Introducing length and height Introducing weight and volume	Multiplication Division Halves and Quarters	Position and direction Numbers to 100
Year 1						

Mathematics Curriculum	Numbers to 100 Addition and subtraction	Money Multiplication and Division	Multiplication and Division Statistics Length and height	Properties of shape Fractions	Position and direction Problem solving and efficient methods	Time Volume and temperature
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Mathematics Curriculum	Place Value with 1000 Addition and Subtraction	Additional and Subtraction Multiplication and Division	Multiplication and Division Money Statistics	Length Fractions	Fractions Time Angles and properties of shapes	Mass Capacity
Mathematics Curriculum	Place Value- 4 digits Addition and subtraction	Measurement- Perimeter Multiplication and Division	Multiplication and Division Measure- Area Fractions	Fractions Decimals	Decimals Money Time	Statistics Geometry- Angles and 2-D shapes Geometry-Position and Direction

Manor Park School and Nursery Deep Learning Curriculum – Endless Dreams, Limitless Opportunities Long Term Maths Links Overview A

Mathematics Curriculum	Place Value within 100,000 Addition and Subtraction Graphs and Tables	Multiplication and division Measure – area and perimeter	Multiplication and Division Fractions	Fractions Decimals and percentages	Decimals Geometry – properties of shape Geometry – position and direction	Measure – converting units Measure – volume and capacity
/ear 5						
Mathematics Curriculum	Place Value within 10,000,000 Four operations	Fractions Geometry – position and direction	Decimals and percentages Algebra Measure – Imperial and metric	Measure – perimeter, area and volume Ratio and proportion	Geometry – properties of shape Problem solving	Problem solving Statistics
/ear 6						

Manor Park Primary School and <u>Nursery</u> - Long Term Curriculum - Overview Cycle A



		Year 1	Year 2	Year 3/4	Year 5/6
	English			High Quality Texts	
	Maths			Power Maths	
	Science	Animals including Humans Everyday Materials Seasonal Changes Plants	Animals including Humans Everyday Materials Living things and their habitats Plants	Animals including Humans Years 3 and 4 Electricity States of Matter Sound	Electricity Light Animals including <u>humans(</u> yr5/6 units) Evolution and Inheritance
Learning Adventure Curriculum	Geography	Local study Maps of school grounds and Knutsford Human and Physical features Map of UK	Revisit UK map Simple compass directions World Map - Continents and Oceans Knutsford v Non- European Country (Kenya) Rainforests	Rivers – including rivers of Europe 4 figure grid references <u>8 point</u> compass points Climate and Hemispheres Greece's location and climate and hemispheres, land use and settlements	Manchester V European region Revisit UK/World Map OS maps Consolidate 4 figure grid references and begin to look at 6. Use a map to identify key places in relation to the slave trade. Describe and understand key aspects of human geography, including types of settlement and land use, economic activity including trade links.
Learning	History	Changes within Living Memory (Toys/Homes)	Changes beyond Living Memory (Fire of London)	Romans Ancient Greece	World War 2 Discrimination and slavery - Transportation of slaves to other countries. Conditions faced by

	Significant individuals - George Mallory - explorer	Significant individuals – Amelia Earhart		slaves during the Atlantic passage. Significance of the trade to the development of British life. Role of Martin Luther King in fight against discrimination Draw and use a timeline to the key events during the slave trade.
Art and Design	Andy Goldsworthy (sculpture) James <u>Rizzi</u> (exploring shape and pattern Giuseppe Arcimboldo (Drawing)	Matisse (collage) Watercolours Hunderwasser (paint) Henri Rousseau (drawing and painting)	Emma Biggs (mosaics) Monet (watercolours) 3D clay pots (sculpture) no artist	Propaganda posters (sketching Lowry (landscapes) Freedom quilts - collage
Design Technology	Cup and ball(construction) Moving picture (mechanisms) Fruit salad (food)	Fire Engines (mechanisms) Kites (construction) Potato salad (food)	Roman <u>Purses(</u> Sewing) Bridges (construction) Tzatziki and flat bread (food)	Anderson shelters (construction) European tray bake(cooking) African Picture (sewing) (Enterprise Year 6 only Ready Steady Cook)
Physical Education	Gymnastics Dance Team Games Athletics	Gymnastics Team Games Dance Athletics	Dance Outdoor Adventure Invasion Team Games Gymnastics Athletics Swimming	Swimming Invasion Team Games – Bench ball/hockey Dance/movement patterns performance (WW2) – Tennis/Cricket/Rounders Gymnastics Outdoor Adventure Athletics

Music				Charanga				
Religious Education	Christianity Judaism	Christianity Judaism	Christianity Judaism Islam			Christianity Hinduism Islam Word Religio	ons	
Languages (Spanish)			My school, your school - age/days, My local area Christmas	Celebrating carnivals Parts of the body Easter	Jungle animals Weather Seasons	My school, your school - age/days, My local area Christmas	Celebrating carnivals Parts of the body Easter	Jungle animals Weather Seasons
Computing	Programming – Simple Algorithms Online Safety Multimedia – presenting ideas Handling Data - pictographs	Programming – program a robot, debug simple programmes Online Safety Multimedia – save and open files Handling Data – charts and graphs	programs, r Online Safe Multimedia present doo	– create, moc cuments for a j ata – Plan, cre	solve errors lify and purpose	programs, Online Safe Multimedia video editin Handling Do data Programmir and various output Online Safe Multimedia software	– text, photo, s ag tools ata – collect a ng –work with forms of input ty – combine a v ata – collect, c	sound, nd present variables and variety of
PSHE	Keeping safe and healthy	Others and me in the class	Keeping sa Growing up	ife Who are thes	e people?	Being strong Changes in The media	9	

Growing and caring for ourselves Beginning to understand me and others Knowing what to do Learning about money	Developing confidence Keeping myself healthy Keeping money safe Rights and responsibilities	Taking more control Work and money The environment	Democracy and Government Money in my future Me and my place in the world Safe and healthy in the future
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Manor Park Cycle B Manor Park Primary School and Nursey Long Term Learning Adventure Overview – Cycle B

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Autumn Spring Summer History/Geography History Science Geography Science Science Toys/Homes (within Everyday Plants/Seasonal Changes Human Geography of Animals includina Local Mapwork Year living memory) humans Materials Knutsford 1 Significant Individual 66 History Science Geography/History Science Geography Science Animals Contrasting Kenya to Knutsford Plants/Living Things and their habitats Rainforests Everyday Materials Fire of London Year (beyond living including 2 memory) humans Science History Science History Science Science Geography Science Living Things Stone Age to Iron Light Forces and Volcanoes and Rocks and Ancient Egypt Plants Year Soils Magnets Earthquakes Age 3/4 Geography Science History Science History Science Science Science Geography North Earth and Anglo Saxons/Vikings Living Things South America Mayans Forces Changing Living Year America Materials Space Things Year 6 5/6 (N) Year 5 Λ. 氺

Manor Park School and Nursery Deep Learning Curriculum – Endless Dreams, Limitless Opportunities Long Term English Links Overview B

Year 1	Au	tumn	Sp	oring	Su	immer
High Quality Texts	Lost and Found		LION	Abde Dewon BEEGU	Space a	A Misksummer Night's Dream
Read Write Inc.	Read Write Inc	Road Write Inc.	Read Write Inc.	Read Write Inc	Read Write Inc.	Read Write Bro

Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
High Quality Texts		The Cod Sike Sine Afraid Rack	Grandad's Camper		The List Wolf	Starter Starter Grademan
EdShed 🐠	EdShed 🐠		EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠

Manor Park School and Nursery Deep Learning Curriculum – Endless Dreams, Limitless Opportunities Long Term English Links Overview B

Year 3/4 B	Aut	umn	Sp	ring	Sun	nmer
High Quality Texts	Coning to England	NEN.S	Contraction of Contraction	MEG BLUE WHALE Over 1921 Million	JOURNEY Contraction	A SINGE X ALL O SHARESPEAKE STORES
EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠

Year 5/6 B	Aut	umn	Spring		Summer	
High Quality Texts	SOUNC CIFTED C	endings Codings		Malala S Magi Dencil Malal YOLKEYTA	Participant and a second	Bold Brave Montevi Mareste are
EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠	EdShed 🐠

Manor Park School and Nursery Deep Learning Curriculum – Endless Dreams, Limitless Opportunities Long Term Maths Links Overview B

Mathematics Curriculum	Numbers to 10 Part whole within 10 Addition and subtraction within 10	2D and 3D shapes Numbers to 20	Addition within 20 Subtraction within 20 Numbers to 50	Introducing length and height Introducing weight and volume	Multiplication Division Halves and Quarters	Position and direction Numbers to 100
Year 1			-			

Mathematics Curriculum Year 2	Money Multiplication and Division	Multiplication and Division Statistics Length and height	Properties of shape Fractions	Position and direction Problem solving and efficient methods	Time Volume and temperature
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Mathematics Curriculum	Place Value with 1000 Addition and Subtraction	Additional and Subtraction Multiplication and Division	Multiplication and Division Money Statistics	Length Fractions	Fractions Time Angles and properties of shapes	Mass Capacity
Mathematics Curriculum	Place Value- 4 digits Addition and subtraction	Measurement- Perimeter Multiplication and Division	Multiplication and Division Measure- Area Fractions	Fractions Decimals	Decimals Money Time	Statistics Geometry- Angles and 2-D shapes Geometry-Position and Direction

Manor Park School and Nursery Deep Learning Curriculum – Endless Dreams, Limitless Opportunities Long Term Maths Links Overview B

Mathematics Curriculum Year 5	Place Value within 100,000 Addition and Subtraction Graphs and Tables	Multiplication and division Measure – area and perimeter	Multiplication and Division Fractions	Fractions Decimals and percentages	Decimals Geometry – properties of shape Geometry – position and direction	Measure – converting units Measure – volume and capacity
Mathematics Curriculum Year 6	Place Value within 10,000,000 Four operations	Fractions Geometry – position and direction	Decimals and percentages Algebra Measure – Imperial and metric	Measure – perimeter, area and volume Ratio and proportion	Geometry – properties of shape Problem solving	Problem solving Statistics

	Year 1	Year 2	Year 3/4	Year 5/6	
English	Pathways to Write				
Maths	Power Maths				
Science	Animals including Humans Everyday Materials Seasonal Changes Plants	Animals including Humans Everyday Materials Living things and their habitats Plants	Living things Light Forces and Magnets Rocks and Soils Plants	Earth and Space Forces Properties and changes of materials Living things and their habitats (yr5/6 units)	
Geography	Local study Maps of school grounds and Knutsford Human and Physical features Map of UK	Revisit UK map Simple compass directions World Map - Continents and Oceans Knutsford v Non- European Country (Kenya) Rainforests	Earthquakes Volcanoes Revisit continents and oceans. Equator and tropics Countries and capital cities in Europe	Study of North America Study of South America world map - Longitude and latitude, tropics and time zones	
History	Changes within Living Memory (Toys/Homes) Significant individuals - George Mallory - explorer	Changes beyond Living Memory (Fire of London) Significant individuals – Amelia Earhart	Stone Age – Iron Age Ancient Egypt	Mayans Anglo Saxons Vikings	
Art and Design	Andy Goldsworthy (sculpture) James Rizzi (exploring shape and pattern Giuseppe	Matisse (collage) Watercolours Hunderwasser (paint) Henri Rousseau (drawing and painting)	Cave Paintings (drawing) Volcano Art (explore shape and pattern) Clay pots/urns (sculpture)	Peter Thorpe (abstract art) – rocket paintings or plants Viking Warriors (pencil sketching) William Morris - printing	

Design	Arcimboldo (Drawing) Cup and	Fire Engines	Flint axe/spear	Pneumatics create an alien (mechanisms)	
Technology	ball(construction) Moving picture (mechanisms) Fruit salad (food)	(mechanisms) Kites (construction) Potato salad (food)	(construction) Survival snack bar (food) Water carrier (mechanism)	Baking Bread/making soup(cooking) South American textiles (sewing)	
Physical Education	Gymnastics Dance Team Games Athletics	Gymnastics Team Games Dance Athletics	Gymnastics Swimming Dance Team Games Athletics	Gymnastics Team Games Outdoor Adventure Swimming Games	
Music	Charanga				
Religious Education	Christianity Judaism	Christianity Judaism	Islam Christianity Word Religions	Christianity Islam Word Religions	
Languages (Spanish)			Numbers, colours, days, months, names of animals, simple food	Talk about myself, subjects in school, fruit and veg, writing sentences Time, daily routines, homes, rules linked to Spanish verbs	
Computing	Programming – Simple Algorithms Online Safety Multimedia – presenting ideas Handling Data - pictographs	Programming – program a robot, debug simple programmes Online Safety Multimedia – save and open files Handling Data – charts and graphs	Programming – sequence commands, debug where necessary Online Safety Multimedia – combine text, graphics and sound Handling Data – branching databases	Programming –extend and improve programs, Online Safety Multimedia – text, photo, sound, video editing tools Handling Data – collect and present data Programming –work with variables and various forms of input and output Online Safety Multimedia – combine a variety of software Handling Data – collect, analyse, present data	
PSHE	Keeping safe and healthy Growing and caring for	Others and me in the class Developing confidence	Safe and healthy Valuing differences Supporting friends and others Let's go shopping	Being strong Moving on Drug education Changes in puberty Let's make money	

ourselves Beginning to understand me and others Knowing what to do Learning about money	èу	The media Democracy and Government Money in my future Me and my place in the world Safe and healthy in the future Relationship and reproduction
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