



Parklands Community Primary School Long Term Curriculum Map

<u>MFL</u>

	Autumn		Spring	Summer	
Year 3 Topics	Stones and Bones	Mighty Metals	l Want My Mummy	Romans On The Rampage	Raindrop To River
Year 3	Greeting and Name		The Farmer's in his Den	Body Parts	
	Name		Numbers 11-20	Colours A	
	Greetings		Favourite Playground Games	Colours and Body	
	Family		Look At Me	Monsters	
	Numbers 0-12		Happy Birthday	My Monster	
	Age		Come to my party		
			Party Games		
Year 4 Topics	Indus Valley	A Taste of India	I Predict a Riot!	Carnival of Animals	Secret Shores
Year 4	On the way to school (2)		Grandmere Denise	The Four Friends (3)	
	Where in the world is French spoken? (2)		L'argent de poch	Meet the animals	
	On our travels (2)		Likes and dislikes	Meet the animals – phonics focus	
	Weather (2)		C'est Combien?	Animal Sounds	
	Numbers 21-30		Toy Advert	Animal Habitats	
	Dates		Our Sporting Lives (2)	Animal Descriptions	
			Diary of activities		
			Healthy Eating		
Year 5 Topics	Victorians	Space	Natural Disasters/	Enterprise	Greeks
			Materials		
Year 5	Alphabet		Food for celebration	Joining in a Poem	
	Places in the Locality		Introducing the Planets	Seasonal Colours	
	Journey to School		Describing the Planets (2)	Conscience Alley	
	More Journey to School		Distance from the Sun	Scene de Plage	
	Directions		Making Compound Sentences	Bringing a picture to life	
	Celebrations		Preparing a Presentation	Writing a Description	
	Lunchtime		Months and Seasons	Class Poem	
	Food likes and dislikes		Weathers and Seasons	Individual Poem	
	Building Sentences				

Year 6 Topics	The Home Front	Hola Mexico!	Vive la France!	I'm a Survivor
Year 6	What's the time? (2)	Places in town	A Guide for Tourists	
	French Schools	Places in town, sentence building	Café Conundrum	
	Places in our school	That's a date (2)	The Café Song	
	Tour of our school	Then and Now	Then and Now Regional Food	
	Time on the ¼ hour	Find the Difference (2) Choosing and Ice-cream		eam
	School times and subjects School timetable	Then and Now Monter un cafe		
	School timetable			