



		Autumn Term 2021		Spring Term 2022		Summer Term 2022	
	Year group in class	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Kingfishers	2 & 3	<p>Knowledge, Skills and Understanding</p> <p>English – Descriptive sentences, comic strips, narrative, fact files, labels and captions.</p> <p>PE – Superhero action movements, dance, agility and strength</p> <p>Art and design – Drawing and modelling superheroes</p> <p>Computing – Downloading photographs and images, e-safety, animation</p> <p>Design and technology – Superfoods, mask-making</p> <p>History – Historical heroes / heroines</p> <p>Music – Creating digital superhero sounds.</p> <p>PSHE – Recognising good and bad choices, keeping safe, making a positive contribution</p> <p>Science – Human body – parts and senses, eating healthily, working scientifically.</p>	<p>Knowledge, Skills and Understanding</p> <p>English – Fact files, poetry and riddles, non-chronological reports, narrative, writing for different purposes.</p> <p>History – Events beyond living memory, fossils, significant individuals – Mary Anning.</p> <p>Art and design – Large and small-scale modelling, fossils.</p> <p>Computing – Programming a floor robot, stop motion animation.</p> <p>Design and technology – Designing and making</p> <p>Geography – Locating continents and oceans</p> <p>Maths - Measurement</p> <p>Music – Percussion and tempo</p> <p>PE – Dance, tactical games.</p> <p>Science – Plants and animals</p>	<p>Knowledge, Skills and Understanding</p> <p>English – Recounts, diary writing, rhymes and mnemonics, descriptions, information books</p> <p>History – Changes within living memory</p> <p>Art and design – Drawing and painting, collage, family portraits.</p> <p>Design and technology – Making picnic foods, celebration cards, making a memory box</p> <p>Geography – Fieldwork in the local area</p> <p>Maths – Number and shape patterns, using calendars</p> <p>Music – Songs that help us remember, writing a class song</p> <p>PE – Dance sequences, traditional games</p> <p>PSHE – Carin for babies and toddlers, sharing memories, playing and working co-operatively, feeling positive</p> <p>Science – Animals- parts and senses, working scientifically</p>	<p>Knowledge, Skills and Understanding</p> <p>English – Posters, character profiles, non-chronological reports, adverts, science fiction</p> <p>Design and technology – Design and make space-themed vehicles, evaluating toys, using mechanisms</p> <p>Art and design – Models of the solar system</p> <p>Computing – Drawing software, algorithms, email, photo stories</p> <p>Geography- Satellite images</p> <p>History – Significant individuals – , astronauts e.g. Neil Armstrong, changes within living memory</p> <p>Maths – Position and direction</p> <p>Music – Space sounds, space themed songs</p> <p>PE – Dance</p> <p>PSHE – Aspirations and goal setting</p> <p>Science – Properties of everyday materials, working scientifically</p>	<p>Knowledge, Skills and Understanding</p> <p>English – Recounts, fables, booklets and lists, instructions, nursery rhymes and poems, fact files</p> <p>Art and design – Talking about art, drawing, collages, model making, painting, sculpture, animal masks</p> <p>Computing – Retrieving images, photography, using presentation software</p> <p>Design and technology – Designing labels, designing and making animal enclosures</p> <p>Geography – Using and making maps, describing physical features</p> <p>Music – Animal songs</p> <p>PE – Animal movement and dance</p> <p>PSHE – Caring for animals</p> <p>Science – Animals working scientifically</p>	<p>Knowledge, Skills and Understanding</p> <p>English – Recounts, information books and letters, lists and instructions, narratives</p> <p>Science – Plants and animals, identifying and classifying</p> <p>Art and design – Working with natural materials, drawing and painting</p> <p>Computing – Sending an email</p> <p>Design and technology - Building structures, making party food</p> <p>Geography –Making maps</p> <p>Maths – Measuring length and height, using money</p> <p>PE – Team games</p> <p>PSHE – Feeling positive, looking after the environment</p>
		Title of Topic(s) Superheroes	Title of Topic(s) Dinosaur Planet	Title of Topic(s) Memory Box	Title of Topic(s) Moon zoom	Title of Topic(s) Paws, claws and whiskers	Title of Topic(s) The enchanted woodland
		Subjects covered within the topic	Subjects covered within the topic	Subjects covered within the topic	Subjects covered within the topic	Subjects covered within the topic	Subjects covered within the topic
English PE Art and design Computing DESIGN AND TECHNOLOGY History Music PSHE Science	English History Art and design Computing Design and technology Geography Maths Music PE Science	English History Art and design DESIGN AND TECHNOLOGY Geography Mathematics Music PE PSHE Science	English Design and technology Art and design Computing Geography History Maths Music PE PSHE Science	English Science Art and design Computing Design and technology Geography Maths PE PSHE	English Art and design Computing Design and technology Geography Music PE PSHE Science		



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Woodpeckers	4 & 5 Plus 1 Year 6	Knowledge, Skills and Understanding Art – AD2, improve their mastery of art and design techniques, AD3 find out about great artists ICT - identify what things count as personal information; Identify what is appropriate and inappropriate behaviour on the internet; Agree and follow sensible online safety rules, e.g. taking pictures, sharing information, storing passwords; Seek help from an adult when they see something that is unexpected or worrying; Demonstrate how to safely open and close applications and log on and log off from websites Use key vocabulary DT – CN2 prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques History – Research, study and explore the changes in Britain from the Stone Age to the Iron Age Geography - Ge SF 1 Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied Music - appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians	Knowledge, Skills and Understanding Art – AD2, improve their mastery of art and design techniques, AD3 find out about great artists ICT - Give commands one at a time to control direction and movement, including straight, forwards, backwards, turn; Control the nature of events: repeat, loops, single events and add and delete features; Give a set of instructions to follow and predict what will happen; Improve/change their sequence of commands by debugging Use key vocabulary DT – M1 Select from and use a wider range of tools and equipment to perform practical tasks accurately CN2 prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques History – Understand how our knowledge of the past is constructed from a range of sources and that different versions of the past may exist Geography - Ge SF 1 Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied Music - Mu 2 Improvise and compose music for a range of purposes using the interrelated dimensions of music.	Knowledge, Skills and Understanding Art – AD2, improve their mastery of art and design techniques, AD3 find out about great artists ICT - Give commands one at a time to control direction and movement, including straight, forwards, backwards, turn; Control the nature of events: repeat, loops, single events and add and delete features; Give a set of instructions to follow and predict what will happen; Improve/change their sequence of commands by debugging Use key vocabulary DT – E3 Understand how key events and individuals in design and technology have helped to shape the world History – Geography – Ge LK 3 Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night). Music – M1 sing, play musically with increasing confidence and control	Knowledge, Skills and Understanding Art – AD2, improve their mastery of art and design techniques, AD3 find out about great artists ICT - Recognise ways that technology is used in the home and community, e.g. taking photos, blogs, shopping; Use links to websites to find information; Recognise age-appropriate websites; use safe search filters; Use key vocabulary DT – M2 Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional and aesthetic qualities History – Hi 6 Study an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066. Geography - Ge SF 1 Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. Music - Mu 6 Develop an understanding of the history of music.	Knowledge, Skills and Understanding Art – AD2, improve their mastery of art and design techniques, AD3 find out about great artists ICT - add text strings, text boxes and show and hide objects and images, manipulating the features; use various tools, such as brushes, pens, eraser, stamps and shapes, and set the size, colour and shape; use applications and devices in order to communicate ideas, work, messages and demonstrate control; save, retrieve and organise work; Use key vocabulary DT – D1 Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups History – Hi 3 Learn about Britain's settlement by Anglo-Saxons and Scots. Geography – Ge SF 2 Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the UK and the wider world. Music - Mu 1 Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression	Knowledge, Skills and Understanding Art – AD2, improve their mastery of art and design techniques, AD3 find out about great artists ICT - Use software to record sounds; Change sounds recorded; save, retrieve and organise work; Use key vocabulary DT - D1 Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups History - Hi 2 Learn about the Roman Empire and its impact on Britain. Geography - Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America. Music – M6 Use and understand the basics of staff and other musical notions
		Title of Topic(s) Predator	Title of Topic(s) Potions	Title of Topic(s) Blue Abyss	Title of Topic(s) Stargazer	Title of Topic(s) Traders and Raiders	Title of Topic(s) I am Warrior
		Subjects covered within the topic Art - In flight, collage creations, ICT – Online safety DT - Healthy Food History – Stone Age to Iron Age Geography – Local Area/UK Music	Subjects covered within the topic Art – Design, clay work, crayon art, ICT – Coding and programming DT – Bath bombs, potions, food History – Medicine Through Time/Middle Ages Geography – All Around the World Music	Subjects covered within the topic Art – Jason Scarpace, sea creatures, clay models, Anthony Gormley ICT- Coding and programming DT – Submarines History – Riotous Royals Geography - Seas and oceans of the world, The Great Barrier Reef Environmental issues Music	Subjects covered within the topic Art – Bodies and Sculpture, phases of the moon ICT – Technology in our lives DT – Textiles, Models History – Crime and Punishment Geography – Magnificent Mountains Music	Subjects covered within the topic Art – Patterns and print making ICT – Multimedia, text and images DT – Jewellery and weapon making, models of Anglo-Saxon homes, Clay runes History – Vikings and Anglo Saxons Geography – Somewhere to Settle Music	Subjects covered within the topic Art – Greek and Roman Art ICT – Multimedia, sound and motion DT – Shields, Roman Games History – The Roman Empire Geography - Locations of Hill Forts, Comparing two countries, Music



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Owls	6	Knowledge, Skills and Understanding History – Understanding the Ancient Maya Civilisation Geography -Using Maps Computing - Collecting, evaluating and presenting data Art - Sculptures Maya art Carving Instruments DT – Sculptures Music - Mexican Music and Musical notation PE – Invasion Games	Knowledge, Skills and Understanding History - Emigration and exploration of 1900's Geography - Features of the polar regions Computing - Stop motion animation Art – Photography, Painting and Block printing DT – Building an igloo Music – Soundscapes	Knowledge, Skills and Understanding History – Changes over the last century, famous inventions, Victorian Era and workhouses. Geography – Geographical Changes in the local community Computing – Digital portraits, Data Logging and online research	Knowledge, Skills and Understanding Science – labelling the understanding the functions of different parts of the Human body, Circulatory system and the heart Computing – Web searches Art – modelling and sculptures DT – Product packaging, working models	Knowledge, Skills and Understanding History – Ancient Egypt, the finding and opening of Tutankhamun's tomb. Geography – human and physical features of Egypt, The River Nile and Tourism. Computing – Algorithms Art – Drawing artefacts, Hieroglyphics DT – Clay water carriers, model tombs and pyramids	Knowledge, Skills and Understanding History – Industrial Revolution, Mining disaster and Mining strikes Geography – Energy and natural resources Computing – 2-D animations and online research Art – Art appreciation, Pitmen Painters and Sketching
		Title of Topic(s) Hola Mexico	Title of Topic(s) Frozen Kingdom	Title of Topic(s) Revolution	Title of Topic(s) Blood Heart	Title of Topic(s) Pharaohs	Title of Topic(s) Davy lamps and Firedamp
		Subjects covered within the topic History Geography Computing Art DT Music PE	Subjects covered within the topic History Geography Computing Art DT Music	Subjects covered within the topic History Geography Computing	Subjects covered within the topic Science Computing Art DT	Subjects covered within the topic History Geography Computing Art DT	Subjects covered within the topic topic History Geography Computing Art