

	Art and design	Computing	Design and Technology	Languages (KS2)	Geography/History	PSHE	Music	PE
Term 1	Art and Design Sculpture and 3D Interactive Installation	Coding (2code) <ol style="list-style-type: none"> 1. Introduction to coding 2. Different Object Types and Buttons 3. Using Repeat 4. If and If/else 5. Number Variables 6. Friction and Functions 7. Coding Efficiently 	Electrical Systems Doodlers <ol style="list-style-type: none"> 1. To understand how motors are used in electrical products. 2. To investigate an existing product to determine the factors that affect the product's form and function. 3. To put findings from research into practise to develop an improved product. 4. To develop a DIY kit for another individual to assemble their product. 	On Holiday Unit J (lessons 1-6) <ol style="list-style-type: none"> 1. Where are you going on holiday? 2. Where are you staying? 3. At the zoo 4. At the beach 5. At the theme park 6. The theme park 	<u>History: The Anglo Saxons</u> <ol style="list-style-type: none"> 1. What was Britain like before the first Viking invasion? 2. Why and how did the Vikings invade Britain? 3. How did the Viking settlement of Britain affect the Anglo-Saxons? 4. Did King Alfred deserve the title 'The Great'? 5. What was life like for Vikings living in Britain? 6. How and when did Britain become a unified country? 7. How did the Anglo-Saxon and Viking era in Britain end? 8. Assessment 	Being Me In My World <ol style="list-style-type: none"> 1. Planning the forthcoming year 2. Being a citizen 3. Rights and responsibilities 4. Rewards and consequences 5. How behaviour affects groups 6. Democracy, having a voice, participating 	<u>Melody and Harmony in Music</u> <ol style="list-style-type: none"> 1. Musicianship 2. Listening 3. Singing "Joyful, Joyful" and "Words can hurt" 4. Play instruments- Glockenspiel 5. Compose and Improvise 6. Perform 	OAA Team Games AGILITY Fitness
Term 2 Christmas Testing Week		Online Safety To gain a greater understanding of the impact that sharing digital content can have To know how to maintain secure passwords To learn about how to reference sources in work	D&T: Cooking and Nutrition <u>What could be healthier?</u> <ol style="list-style-type: none"> 1. To understand where food comes from. 2. To understand the term 'healthy'. 3. To adapt a traditional recipe. 4. To complete a food product. 	Eating Out Unit K (lessons 1-6) <ol style="list-style-type: none"> 1. I'm ordering a drink 2. At the ice cream shop 3. At the market 4. At the restaurant 5. I'll have 6. A fly in the orange juice 	Mountains	Celebrating Difference I understand that cultural differences sometimes cause conflict I understand what racism is I understand how rumour-spreading and name-calling can be bullying behaviours I can explain the difference between direct and indirect types of bullying I can compare my life with people in the developing world I can understand a different culture from my own Anti-Bullying Week: One Kind Word	Ukuleles & Singing and Play in Different Styles	Music and Movement Dance Attack/Defend

Term 3 Multicultural Week Swimming	Drawing <u>I Need Space</u>	Spreadsheets (2calculate)		Hobbies Unit L (lessons 1-6) <ol style="list-style-type: none"> 1. My hobbies 2. Music 3. Musical instruments 4. The weekend 5. Films 6. Etienne's new friend 	Volcanoes and earthquakes	Dreams and Goals	Composing and Chords <ol style="list-style-type: none"> 1. Musicianship 2. Listening 3. Singing "Joyful, Joyful" and "Words can hurt" 4. Play instruments- Glockenspiel 5. Compose and Improvise 6. Perform 	Creative Activities Gymnastics OAA Orienteerin g
Term 4 Science and art week plastic Easter Testing Week	Optional Art and Design Craft and Design Architecture (Lessons 3, 4 and 5)	Databases (2question, 2investigate)	D&T: Mechanical Systems <u>Making a Pop-Up Book</u> <ol style="list-style-type: none"> 1. To design a pop-up book. 2. To follow my design brief to make my pop-up book. 3. To use layers and spacers to cover the working of mechanisms. 4. To create a high-quality product suitable for a target user. 	A School Trip Unit M (lessons 1-6) <ol style="list-style-type: none"> 9. The wheels on the bus 10. On the way 11. Through the window 12. At the museum 13. In the countryside 14. A trip to the museum 	Journeys and pilgrimages	Healthy Me	Ukuleles & Enjoying Musical Styles	Net/Wall Invasion games
Term 5	Painting and Mixed Media <u>Portraits</u> <ol style="list-style-type: none"> 1. To explore how a drawing can be developed. 2. To combine materials for effect. 3. To identify the features of self-portraits. 4. To develop ideas towards and outcome by experimenting with materials and techniques. To apply knowledge and skills to create a mixed-media self-portrait	Game Creator (2DIY 3D) 3D Modelling (2design and make)		Seasons Unit N (lessons 1-6) <ol style="list-style-type: none"> 1. The seasons 2. Spring and summer 3. Autumn and winter 4. The date 5. Arts and crafts 6. Make a Chinese lantern 	Tudors: Local Tudor History	Relationships	Freedom to Improvise <ol style="list-style-type: none"> 1. Musicianship 2. Listening 3. Singing "Joyful, Joyful" and "Words can hurt" 4. Play instruments- Glockenspiel 5. Compose and Improvise 6. Perform 	Strike & Field Attack/Defend CYCLING

Term 6		3D Modelling (2design and make)	<p><u>Electrical Systems</u> <u>Doodlers</u></p> <p>5. To understand how motors are used in electrical products.</p> <p>6. To investigate an existing product to determine the factors that affect the product's form and function.</p> <p>7. To put findings from research into practise to develop an improved product.</p> <p>8. To develop a DIY kit for another individual to assemble their product.</p>	<p>The Environment</p> <p>Unit O (lessons 1-6)</p> <ol style="list-style-type: none"> The weather The pond The garden In the garden Rubbish Problems in the pond 	Geography: European Region	Changing Me Geography: Journeys- Trade	<p>Battle of the Bands</p> <ol style="list-style-type: none"> Musicianship Listening Singing "Joyful, Joyful" and "Words can hurt" Play instruments- Glockenspiel Compose and Improvise Perform 	Athletics Events and Competition s
		Concept Maps (2connect)						