Whole Curriculum Overview

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	**We All Belong Here** ART: Drawing and paining COMPUTING: Navigate ipads. Identify technology in the wider world. DT: Food -Open banana sandwiches GEOGRAPHY: Investigate different environments (forest, town farm etc.) HISTORY: Family history Sir Robert Peel MUSIC: Singing PE: Healthy Movers (Gymnastics) and Team Games PSHE: Health and wellbeing: rules Relationships: Making friendships and understanding emotions. RE: Hindus -Diwali Science: Seasonal Changes	**Why Do Squirrels Hide Their Nuts** ART: Kadinsky -shape COMPUTING: Use technology for a purpose including apps and photography. Create verbal algorithms. DT: Structures -Make a bear cave Food -Pumpkin soup GEOGRAPHY: Features of different seasons. HISTORY: Remembrance Day Guy Fawkes MUSIC: Nativity PE: Forest Schools and Gymnastics PSHE: Protective behaviours Relationships: different types of families and friendships RE: Christians- Christmas Science: Living things and their habitats (name common weather, landscape & animals found in polar regions)	**Winter Wonderland** ART: Weaving with natural materials COMPUTING: Program Bee Bots with simple instructions. Develop verbal algorithms. DT: Food -Ice lollies GEOGRAPHY: Maps, atlases and introducing countries. HISTORY: Vehicles over time Toys over time MUSIC: Singing/percussion instruments PE: Dance and Team Games PSHE: Relationships: The value of sharing Living in the wider world: Road Safety RE: Chinese New Year Science: Living things and their habitats (name common weather, landscape & animals found in Africa)	**Dinosaur Stomp** ART: Van Gough -Sunflowers COMPUTING: How and when to share information. Online safety. Combine words and pictures to create a talking book. DT: Food -Fruit kebabs Structures -Make a dinoscape GEOGRAPHY: Local maps and local points of interest. HISTORY: Mary Anning and fossils MUSIC: Steady beat PE: Forest Schools and Athletics PSHE: Living in the wider world: foods and being healthy Health and wellbeing: sleep and oral hygiene RE: Christians – Easter Science: Everyday materials (name materials)	**The Sights and Sounds of Africa** ART: Thandiwe Muriu – printing COMPUTING: Create animation using an app. Create algorithms to move Bee Bots GEOGRAPHY: Africa location. African traditions. MUSIC: World music PE: Dance and Team Games PSHE: Relationships: different types of families around the world RE: Muslims – beliefs Science: Plants (name parts of flowers and trees)	**Mad About Minibeasts** ART: Matisse- Decoupage COMPUTING: Draw using an app. Predict outcomes of algorithms. DT: Structures -Design and make minibeasts HISTORY: Changes to their lives over the year. The life of David Attenborough. MUSIC: Making own percussion instruments PE: Forest Schools and Sports Day Practise PSHE: Health and wellbeing :growing and changing Living in the wider world: transitions Science: Animals, including humans (name common young & adult animals found in the UK)
1	**Space** ART: Van Gogh – Starry Night- painting COMPUTING: **Digital literacy** Common uses of ICT in school Use animation program Use camera app Record spoken voice Create digital content -order pictures. Use animation program and make improvements. Common uses of ICT home **Online Safety** Access online content (login) What is personal information? DT: Food – Pitta pockets GEOGRAPHY: Location of the equator and the north and south poles. HISTORY: Who is Neil Armstrong? MUSIC: Identify high and low pitch PE: Dance and Team Games PSHE: Health and wellbeing: rules Health and wellbeing: What makes us special? Protective behaviours RE: Christians -creation story Science: Animals, including humans (name common young & adult animals found in the UK)	**School Days** ART: Architect – Hundertwasser – drawing COMPUTING: **Computing** What an algorithm is Follow algorithms in a practical way by giving a series of instructions Debugging practically **Online Safety** Passwords to protect devices HISTORY: How has school changed since Victorian times? MUSIC: Nativity PE: Gymnastics and Team Games PSHE: Relationships: friendship and kind behaviour Relationships: different types of families RE: Christians- Christmas Science: Everyday materials (name materials & properties) Seasonal Changes	**No Place Like Home** DT: Structures – A chair for Baby Bear COMPUTING: **Computing** Use algorithms and directions to move a Bee Bot. What a program is. **Online Safety** Communicate respectfully on line in different ways. GEOGRAPHY: Polesworth village study. Compare villages, towns and cities. MUSIC: Compose word rhythms and play on untuned percussion PE: Gymnastics and Team Games PSHE: Living in the wider world: looking after the environment and community RE: Christians- disciples Science: Animals, including humans (naming animals & body parts)	**Monarchs** ART: Paul Klee – Castle and Sun - Drawing, Painting COMPUTING: **Digital literacy** Sort images of the local area and add labels Use animation with spoken voice Purple Mash – paint project using templates. Make changes based on feedback. Common uses of ICT – pictures, posters, printing etc Combine images and sentences on ipads Common uses of ICT to present letters, information, books etc **Online Safety** How to behave politely online with people I know well. DT: Food – Pasta salad GEOGRAPHY: The 4 countries of the UK. HISTORY: Life of Queen Elizabeth. Changes during her lifetime. MUSIC: Perform short copycat rhythmic patterns using voices, body percussion and percussion instruments PE: Team Games and Gymnastics PSHE: Health and wellbeing: staying safe at home and in the community RE: Christians - Easter Science: Animals, including humans (naming animals & body parts) continued	**Rio de Vida** COMPUTING: **Computing** Use arrow cards to express an algorithm and apply to an app Debug, udo and retry and action **Online Safety** Recognise that people online can be unkind. When to speak to an adult. DT: Textiles - A Flag for a carnival Food -Brigadier (Brazilian sweets) GEOGRAPHY: 7 continents of the world. The physical and human features of Rio. Compare Rio and Birmingham. MUSIC: Listen and respond to Carnival of the Animals by Saint-Saens PE: Dance and Team Games PSHE: Living in the wider world: same and different to other people Living in the wider world: money RE: Muslims - beliefs Science: Forces	**Enchanted Woodland** ART: Andy Goldsworthy Sculpture COMPUTING: **Digital literacy** Animation **Online Safety** Explain rules to stay safe online. DT: Food -A sandwich for a summer picnic (full project). GEOGRAPHY: Create bird's eye view maps. Use 4 compass directions. MUSIC: Explore and invent own symbols to show rhythms (e.g. dots, lies and dashes). PE: Team Games and Athletics PSHE: Health and wellbeing: keeping healthy Health and wellbeing (RSE): growing and changing RE: Muslims - worship Science: Plants (name common flowers & trees and describe their structure)

Year 2

	Bright Lights, Big City	Significant People	Muck, Mess and Mixtures	Under the Canopy	Land Ahoy!	On the Beach
2	COMPUTING: **Digital Literacy** Save and access work on Purple Mash- writing project (ipads) Save pictures from app to camera roll. **Online Safety** Information online lasts for a long time. DT: Mechanisms – (Wheels and Axels) -A toy vehicle for Paddington Bear. Food - Bread rolls. GEOGRAPHY: 4 countries of the UK and their capital cities. Compare Polesworth (village) and London (city). HISTORY: Why was the Great Fire of London a significant event? MUSIC: Identify that pitch can go higher and lower and respond independently with pitch hands PE: Team Games and Infant Agility (Athletics) PSHE: Health and wellbeing: mental wellbeing Protective behaviours Relationships: safe and unsafe behaviours RE: Christians – bible stories Science:Uses of everyday materials (includes physical changes squash, bend etc.) & enquiry types	ART: Julian Opie- portrait -drawing, painting COMPUTING: **Digital Literacy** How to use a keyboard to type. Combine images and sentences on Purple Mash (laptops) **Online Safety** What makes a good password? How to keep passwords secure HISTORY: Rosa Parks, Florence Nightingale, Robert Peel. MUSIC: Nativity PE: Gymnastics and Team Games PSHE: Relationships: bullying and hurtful behaviours Health and wellbeing: keeping safe RE: Christian - Christmas Science: Uses of everyday materials (includes physical changes squash, bend etc.) & enquiry types	ART: Piet Mondrian – Link to primary colours Mark Rothko- Link to secondary colours COMPUTING: **Computing** Plan an algorithm . Create a simple program to achieve a purpose. Debug a program. **Online Safety** Communicate respectfully on line saying how your actions make somebody feel. DT: Food -couscous salad MUSIC: Invent pitch sounds with voices and on tuned percussion PE: Dance and Team Games PSHE: Health and wellbeing: personal hygiene and dental health Health and wellbeing: how do germs spread RE: Muslims - praying Science: Animals, including humans (health and growth)	ART:Rousseau – Tiger in a Tropical storm collage, painting, mono printing COMPUTING: **Digital Literacy** Animation **Online Safety** Know what to do if unsafe content or messages are found. DT:Food – snack bars MUSIC: Use body percussion to tap steady beat along to Bolero and discuss number of beats PE: Gymnastics and Team Games PSHE: Living in the wider world: looking after the environment RE: Christians - Easter Science: Living things and their habitats (suitable habitats/ simple food chains)	DT: Mechanisms - (sliders and levers) -A moving picture for a pirate story book for a child. COMPUTING: **Digital Literacy** Send email on Purple Mash. Combine images and sentences on Purple Mash (laptops). Save work and retrieve at a later point. **Online Safety** How to behave politely online with people I don't know (games). GEOGRAPHY: Seas around the UK. World's 5 oceans. Physical and Human features of Kingston, Jamaica. Compare Kingston and Birmingham. HISTORY: Who were the pirates and why were they important? MUSIC: Identify what rhythm is being clapped (crochet and quavers in 4 beat using words to accompany stick notation) PE: Dance and Team Games PSHE: Living in the wider world: economic wellbeing Living in the wider world: aspirations for the future RE: Muslims -Ramadan Science: Plants (conditions for growing)	ART: Courtney Mattison – Sculpture (Clay) inspired by coral reefs COMPUTING: **Computing** Coding (2Code) **Online Safety** Explain how rules to stay safe online help me. DT: Food – fruit lollies GEOGRAPHY: Physical and human features of Western Super Mare. Compare Tamworth and Western Super Mare. Locations and purpose of RNLI HISTORY: How did Grace Darling contribute to national achievements? MUSIC: Be able to represent word rhythms with stick notation including crochets, quavers and crochet rests PE: Gymnastics and Athletics PSHE: Health and wellbeing (RSE): growing and changing Health and wellbeing: keeping safe RE: Muslims - beliefs

Year 3

	Road Trip USA!	Stone Age, Bronze Age and Iron Age	Forces, Magnets and Metals	Rocks, Volcanoes and Earthquakes	Ancient Greece	Scrumdiddlyumptious & Take One Author
3	ART: Architect – Frank Lloyd Wright -drawing COMPUTING: **Computing** Debug practical algorithms (sandwich bot). Code on an app using algorithms. **Online Safety** Discuss how our identity online can change depending on what we are doing (e.g. gaming, social media). Understand safe use of computers and how to report unacceptable content and contact online. DT: Structures -A bridge for a child to drive their toy cars over. Food -American burgers. GEOGRAPHY: New York and features of North America. Location of New York and its physical and human features. The hemispheres. 4 and 6 figure gird reference. LANGUAGES: Names, feelings, numbers to 11, 6 colours. MUSIC: Create a 2 bar question and answer phrase using crochets and quavers and a note range of 3 notes on glockenspiels PE: Dance and Swimming/Outdoor Adventurous Activities PSHE: Health and wellbeing: rules and transition to KS2 Protective behaviours RE: Hindus -beliefs Science: Plants (Requirements for growth, function of parts & life cycle)	ART:Stone Age Art -painting, charcoal Clay – Pinch pots COMPUTING: **Digital Literacy** Combine images and text on Microsoft Word/Publisher. Improve typing efficiency and speed (BBC Dance Mat Typing). How has use of technology changed over time? **Online Safety** Understand negative effects of excessive screen time. Understand how to communicate with respect online. GEOGRAPHY: Skara Brae and its physical and human features. Compare Skara Brae to Polesworth. 8-point compass direction. HISTORY: Stone age settlements (Skara Brae). Bronze age (Stonehenge). Iron age hill forts. LANGUAGES: Colours, days, months, Commands MUSIC: Nativity PE: Swimming/Gymnastics and Team Games (Dodgeball) PSHE: Relationships: friendships RE: Christians -sacraments	COMPUTING: **Digital Literacy** Combine images and text on Microsoft PowerPoint **Online Safety** Look at different ways of reporting incidents online (trusted adults, report it buttons online DT: Food – breakfast pots LANGUAGES: Names of animals, favourite animals, plurals. MUSIC: Identify and sing 3 notes from high to low PE: Swimming/Gymnastics and Team Games (Skills for football) PSHE: Relationships: bullying and hurtful behaviours RE: Muslims - pilgrimage Science: Forces and magnets (friction/magnets)	ART: Andy Warhol Fossils – Create printing blocks COMPUTING: **Digital Literacy** Combine video, sound and images to produce informative digital content (Shadow Puppet EDU) **Online Safety** Using key phrases in search engines Know the difference between a 'belief', an 'opinion' and a 'fact' GEOGRAPHY: Location of volcanos. Why volcanos and earthquakes occur. HISTORY: How does Pompei help us to learn about the past? LANGUAGES: Colours, animals, numbers 1-15, days and months, how Mardi Gras is celebrated, tasting French food. MUSIC: Play a short melody on tuned percussion using C D E F reading the notes from a stave PE: Swimming/Gymnastics and Team Games (Cricket) PSHE: Living in the wider world: looking after the environment and community RE: Christians -Last Supper Science: Light (need to see, darkness, reflection, dangers, shadows)	COMPUTING: **Computing** Coding **Online Safety** Recognise the importance of thinking about what is shared about themselves and others online Know who to ask about appropriate things to post online DT: Mechanisms – (pneumatics) -a moving mythical creature toy for a child. GEOGRAPHY: Location of Greece. Comparison of UK and Greece. Create a plan of a Greek location. HISTORY: How did the ancient Greeks impact the western world? LANGUAGES: Fruit, vegetables, simple sentence construction. MUSIC: Identify an ostinato in music PE: Dance and Swimming/Gymnastics PSHE: Living in the wider world: economic wellbeing RE: Hindus - Gods Science: Rocks (including fossil formation)	ART: Quentin Blake – Sketching, watercolour COMPUTING: **Computing** Use block coding to move a robot **Online Safety** Explain the risks of talking to unknown people online. Explain the meaning of 'trusting someone online' and how this is different from 'liking someone'. DT: Shell structures - A chocolate box for Willy Wonka created with CAD Food -fruit chocolates GEOGRAPHY: Location of food distributing countries (China, India, Use, Brazil). Find and represent trade routes. Fair trade food. LANGUAGES: Picnic food, manners, colours, asking, 'Where do you live?' MUSIC: Play ostinati on untuned percussion as part of an accompaniment to a song PE: Athletics and Swimming/Outdoor Adventurous Activities PSHE: Health and wellbeing: healthy lifestyles Health and wellbeing (RSE): growing and changing RE: Muslims -celebrations Science: Animals, including humans (skeletons)

	Roman Britain	**Anglo-Saxons**	**Misty Mountains, Winding Rivers**	**Take One Author: Michael Morpurgo**	**Vikings**	**Living Things and their Habitats**
4	ART: Roman pots – clay coil pots	COMPUTING: **Digital Literacy** Use Green screen app to create informative poster. Narrow searches using basic Boolean operators. Typing skills and speed.	ART: Claude Monet – Waterscapes -painting Collaborative river project -painting, wax resist	COMPUTING: **Digital Literacy** Understand the difference between the internet and the world wide web. Combine text, images and transitions on PowerPoint.	ART: Broaches – Viking, Tiffany, Yayoi Kusoma	ART:Antoni Gaudi -Architect
	COMPUTING: **Computing** Use logical reasoning to predict outputs showing an awareness of inputs (Kodable, A.L.E.X, rodocodo hour of code, Lightbox junior).	**Online Safety** Understand how using technology can be a distraction. Identify times where limiting the use of technology would help.	COMPUTING: **Online Safety** Explain why there are age restrictions on online games.	**Online Safety** Describe how others can find out information about others by looking online. Explain how content shared online could have been created, copied or shared by others.	COMPUTING: **Digital Literacy** Use 2Logo to use simple text based coding.	COMPUTING: **Digital Literacy** Combine text and images to create an informative page on Publisher.
	Online Safety Understand that people online can pretend to be other people (including pretending to be a friend) and suggest why they might do this.	DT: Food – gingerbread biscuits (full project)	**Computing** Use block-based coding (plugged and unplugged coding).		**Online Safety** Explain why lots of people sharing the same beliefs or opinions online does not make those opinions or beliefs true.	**Online Safety** When searching on the internet for content to use, explain why it is important to consider whether we have the right to use it.
	GEOGRAPHY: Roman Roads in UK. Human and Physical features of Rome. Compare Rome and London	HISTORY: Anglo Saxon art and culture.	DT: Food – ratatouille GEOGRAPHY: Locate rivers and mountains of the world. Water cycle River formation. Identification of different types of mountain.		DT: Mechanisms – (levers and linkages) A moving poster explaining how Viking Long ships worked for children.	**Computing** Use simple text based code Use the 'repeat' command.
	HISTORY: Impact of the Romans on Britain.	LANGUAGES: Colours, classroom commands, places in a town, masculine and feminine, words.		DT: Electrical systems -A light up product of own choice – e.g. a lamp or light box.	GEOGRAPHY: Location of Viking settlements and areas. Counties of the UK.	DT: Food - Fish pie Food – Leek and potato soup
	LANGUAGES: Days and months, numbers to 20, greetings, classroom objects, bilingual dictionary.	MUSIC: Nativity	LANGUAGES: Greetings, colours, plurals, numbers to 20, names of family members, description of faces, how Epiphany is celebrated in France, tasting French food.	LANGUAGES: Commands, plurals, parts of the face, parts of the body.	HISTORY: Viking influence on Britain.	GEOGRAPHY: Equator, tropics, Arctic and Antarctic location. Climate change.
	MUSIC: Compose a short piece to represent the seasons on glockenspiels	PE: Dance and Team Games (Football)	MUSIC: Identify what a pentatonic scale is	MUSIC: Read and perform pitch notation within a defined range	LANGUAGES: Masculine and feminine nouns, plurals, body parts, animals, construct sentences to describe an animal.	LANGUAGES: Food, numbers to 20, weather, shops, asking for items and price, identify verbs.
	PE: Gymnastics and Team Games (Hockey)	PSHE: Relationships: family	PE: Team Games (Tennis) and Gymnastics	PE: Dance and Quad Kids (Athletics)	MUSIC: Combine rhythmic notation with letter names to create short pentatonic phrases	MUSIC: Introduce and understand the differences between minims, crochets, paired quavers and rests
	PSHE: Relationships: respect Protective behaviours	RE: Christians – Holy Communion	PSHE: Health and wellbeing: keeping safe Health and wellbeing: first aid	PSHE: Health and wellbeing: keeping healthy	PE: Team Games (Tag Rugby) and Gymnastics	PE: Team Games (Netball) and Outdoor Adventurous Activities
	RE: Hindus -Diwali	Science: Electricity	RE: Muslims- Five pillars of Islam	RE: Christians- Lent	PSHE: Living in the wider world: economic wellbeing Living in the wider world: community	PSHE: Living in the wider world: looking after the environment Health and wellbeing (RSE): growing and changing
	Science: Sound (vibrations & volume)		Science: States of matter (including the water cycle)	Science: Animals, including humans (Health: teeth, eating and digestion)	RE: Hindus- worship	RE: Muslims – inspirational figures Science: Living things and their habitats (grouping/ simple classifying animals and plants changes to habitats, benefits e.g. green spaces in cities & dangers e.g. deforestation).

	Marvellous Mechanisms	**The Solar System**	**Plague and Pestilence**	**Inventions and Industry**	**Take One Author & Materials and their Properties**	**Ancient Egypt**
5	COMPUTING: **Digital Literacy** Green Screen app to create advert for theme park. **Online Safety** Recognise what is acceptable and unacceptable behaviours when using technologies and online services. **Computer Science** Coding using Scratch. DT: Mechanisms – (cams) - A moving theme park ride souvenir for a child. GEOGRAPHY: Physical and human features of Florida. Maps including transport links. LANGUAGES: Feelings, facts about me, greetings, school subjects, likes and dislikes MUSIC: (Cello Upbeat) Be able to identify specific instruments in music PE: Team Games (Hockey) and Outdoor Adventurous Activities PSHE: Health and wellbeing: safety Protective behaviours RE: Hindus -symbols Science: Forces (gravity, friction, air & water resistance, levers pulleys gears)	ART: Peter Thorpe, Alan Bean – space themed work -drawing, painting COMPUTING: **Digital Literacy** Combine text, images and transitions to create an informative PowerPoint. **Online Safety** Understands how to effectively use search engines and know how searches are selected. Use different search technologies, checking information online is honest and accurate. Understand 'being sceptical' and why this is important. Understand what is meant by a 'hoax' DT: Food – cup cake (full project). GEOGRAPHY: Prime meridian and time zones. Ariel images. LANGUAGES: Places in town, numbers to 50, learn about cities in France, directions, asking for items, price and tickets. MUSIC: (Cello Upbeat) Nativity PE: Dance and Gymnastics PSHE: Relationships: friendships RE: Christians – Ten Commandments Science: Earth and Space	COMPUTING: **Computer Science** Use knowledge of algorithms to create a game. Crazy Creatures algorithms. **Online Safety** Recognise how online identity can be copied, modified or altered. Demonstrate responsible choices about own online identity depending on context. Describe ways technology can affect sleep and strategies to improve this. DT: Food – Tomato and Basil flatbread GEOGRAPHY: Land use in London – past and present. HISTORY: The impact of plague. LANGUAGES: Fruits and vegetables, prices, greetings and manners, numbers to 100, shopping conversations, give instructions. MUSIC: (Cello Upbeat) Play melodies on the cello, following staff notation written on one stave PE: Gymnastics and Team Games (Tennis) PSHE: Health and wellbeing: mental wellbeing RE: Muslims – Qur'an	ART: William Morris- wallpaper -printing COMPUTING: **Digital Literacy** Create a trailer for a movie on iMovie (Animation). **Online Safety** Make positive contributions online. Describe involvement in online communities and how positive collaboration with others is achieved. **Computer Science** Recognise that different solutions exist for the same problem (Underground Algorithms). DT: Mechanisms – (gears and pulleys) -A load pulling vehicle for the STEM competition. HISTORY: What was the industrial revolution and how did it change Britain? LANGUAGES: Colours, masculine and feminine, clothes, likes and dislikes. MUSIC: (Cello Upbeat) **Upbeat Performance** Improvise over a simple groove PE: Dance and Team Games (Dodgeball) PSHE: Health and wellbeing: physical health and illness RE: Christians – sacrifice Science: Properties of materials	COMPUTING: **Digital Literacy** Combine text, images and thoughtful structure on Publisher. Recognise audience when designing and creating content (Link to Music using 2 Sequence – Purple Mash). **Online Safety** Search for information about an individual online and create a summary report of findings. Describe ways that information online can be used to make judgements about an individual. Explain what is meant by 'data', 'information', 'fact', 'opinion', 'belief', 'true', 'false', 'valid', 'reliable' and 'evidence'. **Computer Science** Navigate rugged robots in an outdoor space giving precise instructions using degrees. DT: Mechanisms – (gears and pulleys) -A load pulling vehicle for the STEM competition. GEOGRAPHY: Egypt's human and physical geography. Importance of the River Nile. HISTORY: American civil rights movement LANGUAGES: Places, facts about me, greetings, nationalities, travel. MUSIC: (Cello Upbeat) Perform a range of repertoire pieces and arrangements on the cello, as a school orchestra PE: Gymnastics and Team Games (Rounders) PSHE: Living in the wider world: economic wellbeing Living in the wider world: stereotypes and prejudice RE: Hindus - Karma Science: Plants Part of Living things and their habitats topic (life process of reproduction in plants)	ART: Egyptian architecture -drawing Sculpture -Egyptian Canopic jars COMPUTING: **Online Safety** Recognise when someone is upset, hurt or angry online Know how to get help if someone is being bullied online Know how to report and block abusive users **Computer Science** Uses a 'loop' (e.g. until) and a sequence of selection statements in programs, including an 'if', 'then' and 'else' statement. DT: Food – Potato wedges HISTORY: Ancient Egyptian life LANGUAGES: Food, clothes, sports, seaside, verbal phrases. MUSIC: (Cello Upbeat) Read and play short rhythmic phrases at sight from prepared cards PE: Team Games (Basketball) and Athletics PSHE: Health and wellbeing (RSE): growing and changing RE: Buddhists - beliefs Science: Animals, including humans (changes in humans as they grow) (Animals Part of living things topic life cycles & reproduction in animals)

	Darwin's Delight	**World War 2**	**Frozen Kingdom**	**Tales of Terror**	**Africa**	**Mayans**
6	COMPUTING: **Digital Literacy** Use criteria to evaluate the quality of solutions, can identify improvements making some refinements to the solution, and future solutions. **Online Safety** Demonstrate responsible use of technologies and online services and know how to report concerns including capturing bullying content as evidence. **Computer Science** Understand the difference between appropriate uses of 'if', 'then' and 'else' statements. DT: Food – apples and pear crumble GEOGRAPHY: Human and physical geography of South America. Galapagos Islands and their formation. Route planning. LANGUAGES: Myself, feelings, opinions, numbers to 60, time, daily routines. MUSIC: Plan and compose an 8-16 beat melodic phrase using the pentatonic scale PE: Sports Hall Athletics and Outdoor Adventurous Activities PSHE: Health and wellbeing: self-identity and self-worth Protective behaviours RE: Jews Science: Evolution and inheritance (how plants & animals have adapted to suit their environment)	ART: Henry Moore shelter drawings COMPUTING: **Digital Literacy** Analyse and evaluate data and information and recognise that poor quality data leads to unreliable results and inaccurate conclusions (Excel). **Online Safety** Understand that some online information can be opinion; give examples of these and explain why it may happen. Define 'influence', manipulation' and 'persuasion' and explain how I might encounter these online (advertising). **Computer Science** Designs, writes and debugs modular programs (program divided into sub-parts) using procedures. DT: Textiles -A personalised mobile phone case. Food -Smoked Paprika Sausage Hotpot HISTORY: The impact of WW2. LANGUAGES: Feelings, numbers, masculine and feminine, rooms of house, objects in a house, prepositions. MUSIC: Nativity PE: Dance and Team Games (Tag Rugby) PSHE: Relationships: different types of relationships Relationships: safe and unsafe relationships RE: Christians Science: Electricity	ART: Monochromatic collage incorporating text -Kenojuak Ashevak –Inuit art COMPUTING: **Digital Literacy** Improve word processing speed. **Online Safety** Describe ways that media can shape ideas about gender. **Computer Science** Combine a group of instructions into a single named unit (procedural abstraction) – Scratch GEOGRAPHY: Longitude and latitude. HISTORY: Sinking of the Titanic Earnest Shackleton LANGUAGES: Likes and dislikes, sport nouns, cognates. MUSIC: Sing 3- or 4-part partner songs PE: Gymnastics and Team Games (Netball) PSHE: Health and wellbeing: drugs and alcohol RE: Muslims Science: Living things and their habitats (classifying including plants, animals & microorganisms)	COMPUTING: **Digital Literacy** Analyse and evaluate data and information and recognise that poor quality data leads to unreliable results and inaccurate conclusions (Excel). **Online Safety** Describe common systems that regulate age-related content (PEGI, BBFC, parental warnings) and their purpose Know the importance of self-regulating use of technology and demonstrate own strategies for these. **Computer Science** Use loops in a coding sequence DT: Food -Berry pancakes MUSIC: Compose melodies in either G major or E minor PE: Gymnastics and Team Games (Cricket) PSHE: Relationships: managing hurtful behaviour and bullying RE: Christians	ART: African landscapes/people Albert Lizah L.S.Lowry -Comparison COMPUTING: **Online Safety** Describe how to capture bullying content as evidence (screen-grab, URL, profile) to share with someone who can help. Describe how to report concerns at home and in school. **Computer Science** Navigate rugged robots in an outdoor space giving precise, multi-step instructions using degrees. LANGUAGES: Food, number, prices, greetings, asking and answering questions, places, likes and dislikes. MUSIC: Compose a ternary piece PE: Gymnastics and Team Games (Rounders) PSHE: Living in the wider world: economic wellbeing Living in the wider world: aspirations for the future RE: Hindus Science: Animals, including humans (health and circulation)	ART: Mayan masks Drawing, painting, sculpture-modroc End of year project Picasso –Portrait COMPUTING: **Digital Literacy** Combine text, images, transitions and consideration of audience on PowerPoint **Online Safety** Understand responsibilities for the well-being of others in online social groups Explain how impulsive and rash communications may cause problems DT: Electrical systems (monitoring and control) An alarm. Food -Design a Burrito Bowl (full project). GEOGRAPHY: Mexico human and physical geography. Compare Mexico City and Birmingham. Graph climate information. HISTORY: Mayan culture LANGUAGES: Names, feelings, numbers to 11, 6 colours. MUSIC: Year 6 end of year production PE: Dance and Team Games (Basketball) PSHE: Health and wellbeing: transition Health and wellbeing (RSE): growing and changing RE: Sikhs Science: Light (Y6 Appears to travels in straight lines as explanation for effects)