

	YN	YR	Y1	Y2	Y3	Y4	Y5	Y6
AUTUMN 1	<p><u>HARVEST</u></p> <p>Naming Fruit and Veg Cooking Exploring Investigating</p> <p><u>BODY PARTS</u></p> <p>Labelling body parts</p>	<p><u>THE MAGIC OF ME</u></p> <p>Naming human body parts, exploring senses Self portraits Houses Clay faces Colour mixing Keeping healthy</p>	<p><u>DARWINS EXPLORERS</u></p> <p>Geography: Seasonal Change - Autumn Our local area</p> <p>History: Local History of Bantock Primary</p> <p>DT: Structures – Model of School Grounds</p> <p>Science: Plants – naming and labelling the structures</p> <p>Computing: Instructions - Espresso Coding</p>	<p><u>THE WORLD AROUND US</u></p> <p>Geography: UK Countries - compare urban and rural</p> <p>History: Railways and Significant Individuals (George Stephenson)</p> <p>Science: Living Things and Habitats – food chains</p> <p>Computing: Digital Animator – Nursery Rhyme</p>	<p><u>UNDER CONSTRUCTION</u></p> <p>Science: Forces & Magnets</p> <p>Art: Painting with Magnets</p> <p>DT: Structures and Mechanisms - Castle with Working Drawbridge</p> <p>Computing: Computer Science –Sequence and Animation: Espresso Coding</p>	<p><u>PREDATORS!</u></p> <p>Science: Animals, Including Humans – Teeth, Digestion, Food Chain</p> <p>Art: Drawing - Black/White</p> <p><u>COMMUNICATION</u></p> <p>Science: Sound, Travel Pitch</p> <p>Computing: Digital Animator – Animal Scene</p>	<p><u>COME FLY WITH ME</u></p> <p>Science: Forces – Gravity, Resistance, Mechanisms</p> <p>History: History of Flight</p> <p>Geography: Locational Knowledge – Flight Paths, Continents, Cities, Hemispheres, Time Zones</p> <p>Computing: Computer Science –Espresso Coding</p>	<p><u>SHORT CIRCUIT</u></p> <p>Science: Electricity – Circuits, Variation, Voltage, components</p> <p><u>INDUS VALLEY</u></p> <p>Geography: Locational Knowledge –The Indus valley</p> <p>History: History of the Indus Valley and Civilization</p> <p>Computing: Digital Animator – the Indus Valley Trader (stop motion)</p>
AUTUMN 2	<p><u>CELEBRATIONS</u></p> <p>Science: Naming & exploring light sources candles and fireworks</p> <p>Understanding of the World: Learning about different celebrations – Diwali, Bonfire Night, Christmas</p> <p>Art: Firework pictures – developing mouse control</p>	<p><u>LET'S CELEBRATE</u></p> <p>Science: Exploring light sources, safety and cooking.</p> <p>DT: Diwali, Bonfires, Birthdays, Christening Christmas</p> <p>Computing: Creating pictures – firework pictures</p>	<p>Art: Drawing – School Building and Plants</p> <p>Science: Seasonal Change - Winter</p> <p>Geography: Seasonal Changes – Winter</p> <p>Computing: Digital Artist – Winter Pictures</p>	<p>Art: Sculptures - Minibeasts</p> <p>D&T: Mechanisms – Wheels and Axels – Railway Engine</p> <p>Science: Animals, including Humans – Offspring, Needs, Exercise, Diet</p> <p>Computing: Computer Science – Inputs</p>	<p><u>UNDER CONSTRUCTION</u></p> <p>Science: Rocks</p> <p>History: Local Study – Ludlow</p> <p>Geography: Locational Knowledge - UK Land Use. Rivers - River Severn place study</p> <p>Computing: Digital Artist – Wrapping Paper</p>	<p><u>HIGHER GROUND</u></p> <p>History: Iron Age – Shropshire Hill Forts</p> <p>Geography: Locational Knowledge - Human and Physical – UK Counties, Hills, Mountains, Rivers</p> <p>DT: Structures and Mechanisms</p> <p>Computing: Espresso Coding - Starter Unit Year 4</p>	<p><u>COME FLY WITH ME</u></p> <p>DT: Structures – Air dynamic Aeroplane</p> <p>Science: Materials and irreversible changes - Liquids</p> <p>Art: Abstract Motion Art</p> <p>Computing: Digital Artist – Motion Art</p>	<p><u>INDUS VALLEY</u></p> <p>Art: Post Impressionism and Pointillism – Landscape, Valleys.</p> <p>DT: Indus Valley Boats – Flat Boats</p> <p>Science: Animals, Including Humans – Circulation, Diet, Nutrition and Drugs.</p> <p>Computing: Computer Science – Year 6 Starter Unit Control Mechanisms - Boat</p>

	YN	YR	Y1	Y2	Y3	Y4	Y5	Y6
SPRING 1	<p><u>BRRRR ITS COLD!</u></p> <p>Understanding of the World: Listening, naming, exploring of freezing and melting. Cold weather and the effects on our bodies, animals and birds.</p> <p>Computing: Creating Pictures – snow pictures</p> <p>Understanding of the World: Different arctic animals and their habitats</p> <p>Art: Snow drawing/collages</p>	<p><u>PEOPLE WHO HELP US</u></p> <p>Science: waterproof and reflective clothes, healthy eating, care of teeth, personal hygiene</p> <p>DT: Puppets of people who help us</p> <p>Computing: entering texts – ID Card</p>	<p><u>TOY STORY</u></p> <p>History: Changes in Living Memory – Changes in Toys</p> <p>Science: Everyday Materials - naming, properties, comparing</p> <p>DT: Textiles - Puppets</p> <p>Computing: Digital Researcher & Presenter - Toys Mind Map</p>	<p><u>MATERIAL WORLD</u></p> <p>Geography: Locational Knowledge, H&P - London</p> <p>History: Significant Events - Fire of London</p> <p>Science: Uses of Everyday Materials</p> <p>Computing: Digital Data Handler – Material Properties</p>	<p><u>WHEN IN ROME...</u></p> <p>Science: Animals including Humans - Muscles and Skeletons</p> <p>History: Roman Empire by AD 42 and army, British Resistance and Boudicca</p> <p>Geography: Place Knowledge - Comparison Study of Italy</p> <p>Computing: Digital Researcher & Presenter: Romans Presentation</p>	<p><u>OUT OF AFRICA</u></p> <p>Geography: Locational Knowledge, H&P - Africa</p> <p>Science: Living Things and Habitats – Classification and Environmental Change - Africa</p> <p>Art: Tie Dye – Colour, Tones and Shape – African Art</p> <p>Computing: Digital Data Handler – Wild Life Ranger</p>	<p><u>CHOCL8</u></p> <p>Geography: Locational, Place Knowledge – Mexico deforestation and environmental change</p> <p>History: Mayan Civilisation - features of society, place, beliefs, customs, temples, food – cocoa beans.</p> <p>Computing: Digital Researcher & Presenter: Chocolate Presentation</p> <p>Science: Materials and irreversible changes</p>	<p><u>FLOWER POWER</u></p> <p>Geography: Locational Knowledge - Local study, plant, tree identification, nature trail, land use - Woodland</p> <p>Science: Living Things and Habitats – Woodland Plants</p> <p>DT: Textiles/Structure – Den Building</p> <p>Computing: Digital Researcher & Presenter – New discoveries presentation</p>
SPRING 2	<p><u>WHAT'S NEW/GROWING</u></p> <p>Understanding of the Word: Planting, naming plant parts, growing conditions and making bread</p> <p>Computing: Creating Pictures – plant pictures</p>	<p><u>WE'RE GOING ON A BEAR HUNT</u></p> <p>Science: Habitats, butterfly life cycle, exploring pond, garden, field, woodland, pets</p> <p>Computing: Animations – moving bear</p>	<p>Science: Seasonal Change - Spring</p> <p>Geography: Seasonal Changes – Spring</p> <p>Art: Painting Weather – Colour Mixing and Pattern</p> <p>Computing: Digital Publisher</p>	<p>Science: Uses of Everyday Materials</p> <p>DT: Structures – features of London</p> <p>Art: Design Buildings – Form and Space</p> <p>Computing: Digital Researcher & Presenter – Super hero costume material</p>	<p>DT: Structures – Shields</p> <p>Art: Geometric Patterns - Mosaics – Patterns and Space</p> <p>Science: Animals including Humans – Nutrition, Balanced Diet</p> <p>Computing: Digital Publisher – Turn story into a comic</p>	<p><u>FROZEN</u></p> <p>Science: Living Things and Habitats – Classification and Environmental Change – North Pole</p> <p>History: Stone Age – Neolithic hunter/farmers – Skara Brae</p> <p>DT: Structures – Village Settlements</p> <p>Computing: Digital Researcher & Presenter – how animals evolved</p>	<p><u>CHOCOLATE</u></p> <p>DT: Cooking and Nutrition - make chocolate cake - Irreversible changes</p> <p>Art: Digital Art Design wrapper/box for cake/chocolate</p> <p>Science: Living Things and Habitats - Life Cycles (cocoa bean)</p> <p>Computing: Digital Publisher - Blog</p>	<p><u>OPTICS</u></p> <p>Science: Light – light travel/colours</p> <p>Art: Digital Art – Light and Motion, Colour and Form</p> <p>History: Social History – Leisure and Entertainment 20th Century</p> <p>Computing: Digital Data Handler – Year 6 Party Planning</p>

	YN	YR	Y1	Y2	Y3	Y4	Y5	Y6
SUMMER 1	<p><u>FARM ANIMALS, TRANSPORT</u></p> <p>Understanding of the World: Naming, labelling and comparing different farm animals.</p> <p>Push and pull</p> <p>Computing: Instructions</p> <p>EAD: Making farms with construction materials.</p>	<p><u>LET IT GROW!</u></p> <p>Science: conditions of growth and naming plant parts</p> <p><u>LETS CELEBRATE</u></p> <p>Mother's Day and Easter</p> <p>Computing: Instructions – 2Go</p>	<p><u>64 ZOO LANE</u></p> <p>Science: Animal, Including Humans – Naming and Structure</p> <p>Geography: Human & Physical – World, Poles and Equator</p> <p>Art: Sculpture – Clay Animals – Texture & Form</p> <p>DT: Structures – Habitat for Animals</p> <p>Computing: Digital Designer - Zoo map</p>	<p><u>EXPLORING</u></p> <p>Geography: Locational, Place Knowledge, H&P – World, Continents, Oceans – Non European Country</p> <p>History: Significant Individuals – International Achievement</p> <p>Weekly Science over the term: Plants - Life Cycles – Potato/Bean</p> <p>Computing: Digital Musician - Explorers</p>	<p><u>LET IT GROW!</u></p> <p>History: British Settlement by Anglo Saxons – invasions, village life, art and culture.</p> <p>Science: Plants – Life Cycle – Wheat</p> <p>DT: Cooking and Nutrition - Anglo Saxon feasts – bread</p> <p>Computing: Digital Musician – electronic music.</p> <p>Digital Designer - Anglo Saxon Settlement</p>	<p><u>SHOCKING!</u></p> <p>Science: Electricity – Circuits, Conductors and Insulators</p> <p>History: British History – Turning Point Codebreakers WW2</p> <p>DT: Electrical mechanisms to generate Electricity</p> <p>Computing: Digital Musician – electronic music</p>	<p><u>GROOVY GREEKS</u></p> <p>Science: Earth and Space - Planets, Day & Night</p> <p>DT: Mechanisms - Moving Earth/Solar Systems</p> <p>Geography: Locational, Place Knowledge – Greece Earthquakes</p> <p>Computing: Digital Broadcaster - Alien landing</p>	<p><u>SHIP AHOY!</u></p> <p>History: Vikings – Raids and Invasion 1a, 1b, 2c, 2d, 3, 4a, 4b, 5a, 5b, 5c, 9</p> <p>Art: Norse Art – Line and Form</p> <p>Geography: Locational Knowledge – UK, Coasts, Rivers, Mountains</p> <p>Computing: Digital Musician – Viking rap</p>
SUMMER 2	<p><u>MINIBEASTS NURSERY GARDEN</u></p> <p>Understanding of the World: Observing, comparing, caring for the garden</p> <p>Computing: Instructions</p>	<p><u>SUPER HEROES</u></p> <p>Science: Sorting, recycling</p> <p>Computing: Instructions – using Beebots</p>	<p><u>CH..CH..CH..CHANGES!</u></p> <p>Science: Animal, Including Humans – Naming, Structure – Humans only</p> <p>History: Changes In Living Memory – Change in pupil/family life</p> <p>Science: Seasonal Change - Summer</p> <p>Geography: Seasonal Changes – Summer</p> <p>Computing: Digital Broadcaster – Audiobook my life story</p>	<p>DT: Cooking and Ingredients</p> <p>Art: Painting – Surrealism – Space – Colour & Line</p> <p>Computing: Digital Filmmaker – Plant growth</p>	<p><u>IT'S DARK IN HERE!</u></p> <p>Science: Light – Dark, Reflection, Source, Shadows</p> <p>Geography: Locational, Place Knowledge – Cities, Time Zones, Wolverhampton, UK</p> <p>Art: Silhouette Landscape – Line and Form</p> <p>DT: Puppets – Silhouette Shadow Puppet Theatre</p> <p>Computing: Digital Broadcaster – puppet theatre broadcast</p>	<p><u>H₂O</u></p> <p>Science: States of Matter – Heating, Cooling, water cycle</p> <p>Geography: Human & Physical – Water Cycle</p> <p>Art: Painting - Watercolours</p> <p>Computing: Digital Filmmaker – Water cycle film</p>	<p>History: Ancient Greece, Greek life and Achievements</p> <p>Computing: Digital Designer – Design a Greek pot</p> <p>Art: 3D Clay Pot – Shape and Form</p> <p>Science: Animals Including Humans – Growth and Development – Puberty</p>	<p><u>SHIP AHOY!</u></p> <p>Science: Living Things and Habitats - Coasts</p> <p>Science: Evolution and Inheritance – Fossils and Adaptation</p> <p>DT: Bridge – Structure and Mechanism</p> <p>Computing: Digital Filmmaker – coast television advert</p>