

	YN HUB	YR HUB	Y1	Y2	Y3 HUB	Y4 HUB	Y5	Y6
SPRING 1	<p>BRRRR ITS COLD!</p> <p>UTW: Listening, naming, exploring, freezing /melting. Cold weather, effects on our bodies, animals/birds.</p> <p>C: Creating Pictures – snow pictures</p> <p>UTW: Different arctic animals and their habitats</p> <p>A: Snow drawing/collages</p>	<p>PEOPLE WHO HELP US</p> <p>SC - waterproof and reflective clothes, healthy eating, care of teeth, personal hygiene</p> <p>UTW Changes in uniform</p> <p>DT people who help us puppets</p> <p>C: entering texts – ID Card</p> <p>M: Shape picture buildings</p>	<p>TOY STORY</p> <p>(SC/G: Daily Weather – ongoing)</p> <p>H: Changes in Living Memory – Changes in Toys</p> <p>SC: Everyday Materials Naming, properties, Comparing</p> <p>DT: Textiles - Puppets</p> <p>C: Digital Researcher & Presenter: Toys Mind Map</p>	<p>MATERIAL WORLD</p> <p>G:Locational Knowledge, H&P - London</p> <p>H: Significant Events Fire of London</p> <p>SC: Uses of Everyday Materials – Compare, Suitability, Changes, Fireproof</p> <p>C: Digital Data Handler – Material Properties</p>	<p>INVADERS (Romans)</p> <p>SC: Animals including Humans - Muscles and Skeletons</p> <p>H: Roman Empire by AD 42 and army, British Resistance Boudicca,</p> <p>DT: Structures – Shields</p> <p>C: Digital Researcher & Presenter: Romans Presentation</p>	<p>OUT OF AFRICA</p> <p>G: Locational Knowledge, H&P - Africa</p> <p>A: Tie Dye – Colour, Tones and Shape – African Art</p> <p>SC: Living Things and Habitats – Classification and Environmental Change - Africa</p> <p>C: Digital Data Handler – Wild Life Ranger</p>	<p>MEXICO</p> <p>G: Locational, Place Knowledge – Mexico deforestation, environmental change Extension</p> <p>DT: Cooking and Nutrition – Healthy Diet – ingredients from Mexico</p> <p>H: Mayan Civilisation, features of society, place, beliefs, customs, temples, food -cocoa beans</p> <p>C: Digital Researcher & Presenter: Chocolate Presentation</p>	<p>FLOWER POWER</p> <p>G: Locational Knowledge - Local study, plant, tree identification, nature trail, land use - Woodland</p> <p>SC: Living Things and Habitats – Woodland Plants</p> <p>DT: Electricity – Solar Power – Sustainable Energy</p> <p>C: Digital Researcher & Presenter – New discoveries presentation</p>
<i>VISIT/VISITOR STIMULI</i>			<i>Visit to Bantock House Film - Toy Story LTT: Presenter</i>		<i>Roman Visitor Wroxeter Roman Village</i>			<i>Visit - Woodland</i>
<i>COMMUNITY GLOBAL LINKS</i>			<i>Visit from Reverend Sue Watson- Baptism</i>			<i>School in Africa Charities in Africa</i>		
SPRING 2	<p>WHAT'S NEW/GROWING</p> <p>UTW: Planting, naming plant parts, growing conditions, making bread SC 2, 3K&UW</p> <p>C: Creating Pictures – plant pictures</p>	<p>WE'RE GOING ON A BEAR HUNT</p> <p>SC -habitats , butterfly life cycle exploring pond, garden, field, woodland ,pets</p> <p>UTW: The local area comparison</p> <p>EAD: Symmetrical Painting</p> <p>C: Animations – moving bear</p>	<p>WEATHER WATCHERS</p> <p>(SC/G: Daily Weather – ongoing)</p> <p>SC: Seasonal Change - Spring</p> <p>G: Seasonal Changes – Spring</p> <p>A: Painting Weather – Colour Mixing and Pattern</p> <p>SC: Plants – Common & Wild Naming and Structure</p> <p>C: Digital Publisher - weather</p>	<p>MATERIAL WORLD</p> <p>SC: Uses of Everyday Materials – Compare, Suitability, Changes, Waterproof</p> <p>DT: Structures – features of London</p> <p>A: Design Buildings – Form and Space</p> <p>C: Digital Researcher & Presenter – Super hero costume material</p>	<p>INVADERS (Romans)</p> <p>G: Place Knowledge Comparison Study of Italy</p> <p>A: Geometric Patterns - Mosaics – Patterns and Space</p> <p>SC: Animals including Humans – Nutrition, Balanced Diet NNC</p>	<p>FROZEN</p> <p>SC: Living Things and Habitats – Classification and Environmental Change – North Pole</p> <p>H: Stone Age – Neolithic hunter/farmers – Skara Brae</p> <p>DT: Structures – Village Settlement Buildings</p>	<p>MEXICO</p> <p>SC: Living Things and Habitats - Life Cycles Cocoa Bean</p> <p>CHOCOLATE</p> <p>SC: Materials and reversible/irreversible changes</p> <p>A: Design - Digital Art Design wrapper/box for cake/chocolate</p>	<p>OPTICS</p> <p>SC: Light – light travel/colours</p> <p>A: Optical Art – Colour and Shape</p> <p>H: Social History – Leisure and Entertainment 20th Century</p>
<i>VISIT/VISITOR/ STIMULI</i>	<i>Allotment</i>					<i>Local Study</i>	<i>Cadbury World</i>	
<i>COMMUNITY GLOBAL LINKS</i>							<i>Fairtrade</i>	

	YN	YR	Y1	Y2	Y3	Y4	Y5 HUB	Y6
SUMMER 1	<p>FARM ANIMALS, TRANSPORT</p> <p>UTW: Naming and labelling different farm animals and features, transport. Comparing animals</p> <p>Push / pull SC 2, 4 EY K&U 30-50</p> <p>C: Instructions</p> <p>EAD: Making farms with construction materials.</p>	<p>LET IT GROW!</p> <p>SC: conditions of growth, naming plant parts</p> <p>K&U(40-60) Healthy eating – fruit kebabs</p> <p>LETS CELEBRATE Mother’s Day Easter</p> <p>C: Instructions – 2Go</p> <p>M: Height of bean plants</p>	<p>64 ZOO LANE</p> <p>(SC/G: Daily Weather – ongoing)</p> <p>G: Human & Physical – World, Poles, Equator</p> <p>SC: Animal, Including Humans – Naming, Structure – Animals only</p> <p>A: Sculpture – Clay Animals Texture & Form</p> <p>DT: Structures – Habitat for Animals</p> <p>C: Digital Designer - Zoo map</p>	<p>EXPLORING</p> <p>G: Locational, Place Knowledge, H&P – World, Continents, Oceans – Non European Country</p> <p>H: Significant Individuals – International Achievement</p> <p>Weekly SC: Plants - Life Cycles – Potato/Bean – Weekly over term</p> <p>C: Digital Musician - Explorers</p>	<p>INVADERS (Anglo-Saxons)</p> <p>H: British Settlement by Anglo Saxons – invasions, village life, art, culture.</p> <p>G: Locational, Place Knowledge – Cities, Time Zones, Wolverhampton, UK</p> <p>SC: Plants on Farms Life Cycle of Wheat</p> <p>C : Digital Designer – Anglo-Saxon Settlement</p>	<p>SHOCKING!</p> <p>SC: Electricity – Circuits, Conductors, Insulators - Light</p> <p>DT: Electrical Systems Torch</p> <p>H: British History – Turning Point Codebreakers WW2</p> <p>C: Digital Musician – electronic music</p>	<p>GROOVY GREEKS</p> <p>SC: Earth and Space- Planets, Day & Night</p> <p>DT: Mechanisms - Moving Earth/Solar Systems</p> <p>C: Digital Broadcaster - Alien landing</p>	<p>SHIP AHOY! COASTS</p> <p>G: Locational Knowledge – UK, Coasts, Rivers</p> <p>SC: Living Things and Habitats - Coasts</p> <p>SC: Evolution and Inheritance – Fossils and Adaptation</p> <p>C: Digital Musician – Evolution Rap</p>
<i>VISIT/VISITOR STIMULI</i>	<i>Farm – Hoo Farm</i>	<i>Allotment</i>	<i>Dudley Zoo</i>	<i>Allotment</i>	<i>St Peter’s Church Library LTT: Musician</i>	<i>Think Tank</i>	<i>LTT: Broadcasting Space dome</i>	
SUMMER 2	<p>STRANGE WORLDS: FROM MINIBEASTS TO ALIENS</p> <p>UTW: Observing, comparing natural features</p> <p>C: Instructions</p>	<p>SUPER HEROES</p> <p>SC: Sorting, recycling</p> <p>C: Instructions – using Beebots</p> <p>UTWL Changes in toys 0-5</p> <p>EAD: Drawing superhero</p> <p>M: Pictogram of our favourite superheroes.</p>	<p>CH..CH..CH..CHANGES!</p> <p>(SC/G: Daily Weather – ongoing)</p> <p>H: Changes In Living Memory – Change in pupil/family life</p> <p>SC: Animal, Including Humans – Naming, Structure – Humans only</p> <p>SC: Seasonal Change - Summer</p> <p>G: Seasonal Changes – Summer</p> <p>C: Digital Broadcaster – Audiobook my life story</p>	<p>EXPLORING</p> <p>Weekly SC: Plants - Life Cycles – Potato/Bean – Weekly over term</p> <p>DT: Cooking and Nutrition – where food comes from</p> <p>A: Painting Plants Colour & Line</p> <p>C: Digital Filmmaker – Plant growth</p>	<p>INVADERS (Anglo-Saxons)</p> <p>DT: Cooking and Nutrition -Source of ingredients – Cook savoury bread</p> <p>IT’S DARK IN HERE!</p> <p>SC: Light – Dark, Reflection, Source, Shadows</p> <p>A: Silhouette Sunsets– Line and Form</p>	<p>H₂O</p> <p>SC: States of Matter – Heating, Cooling, water cycle</p> <p>G: Human & Physical – Water Cycle</p> <p>A: Painting - Watercolours</p> <p>C: Digital Filmmaker – Water cycle film</p>	<p>GROOVY GREEKS</p> <p>H: Ancient Greece, Greek life and Achievements</p> <p>G: Locational, Place Knowledge – Greece Earthquakes</p> <p>SC: Animals Including Humans – Growth and Development</p> <p>A: Design 3D Clay Pot – Shape and Form</p> <p>C: Digital Designer – Design a greek pot</p>	<p>SHIP AHOY! VIKING</p> <p>H: Vikings – Raids and Invasion</p> <p>A: Norse Art – Line and Form - Sail</p> <p>DT: Programming Controlling</p> <p>C: Digital Filmmaker – Vikings television advert</p>
<i>VISIT/VISITOR STIMULI</i>			<i>Bantock House</i>	<i>Allotment</i>				<i>Pembrokeshire</i>
<i>COMMUNITY GLOBAL LINKS</i>				<i>Fairtrade</i>				