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| Subject/  Term | English | Science | History | Geography | DT | Computing | PSHE | Art | RE | Music | PE | French |
| Autumn 1 | *Non Narrative – NCR’s*  - Can use a wide range of conventions appropriately to the context  - Can use two or more stylistic features to create effect within a text | *Living Things and Habitats*  Plants  Structure of a flower  Seed dispersal  Life cycles  Variation of habitats  Classifying organisms | Medicine  Plague  Timeline of medicine  Medicine through the ages |  |  | *We are game developers -* Developing an interactive game using scratch | *Sticky situations –* How decisions affect others. | *Escher - Sketching*  Using pencils, Line and texture, Shape, form, pattern &, Perspective  Write an artist profile  observational sketch | *The Magi*  Prophecies throughout time.  Nostradamus  The Magi Story. | *Living on a prayer*  Listen and appraise  Perform and share | *Games – Hockey*  Skills and games.  Swimming | Greetings, introduce people, count to 10. Basic converse skills |
| Autumn 2 | *Narrative – Voyage and Return*  - Can use a wide range of ambitious vocabulary accurately and precisely  - Can use the full range of punctuation accurately and precisely, including for sub-division, effect, listing, direct speech, parenthesis. |  | *Maps and map work*  Ordinance survey maps  Keys  Grid references  Symbols for maps | *Cooking –* link to gifts for parents during the festive season. | *We are cryptographers* - Cracking codes  Link to the enigma machine | *Life after school –* looking at money management and getting into debt. | *Painting*  Colour mixing, Brushes, sponge, finger painting., Zentangles  Observational drawings landscape  Painting portraits Van Gogh, Study of artists | *Promises*  Why make promises?  Impact promises have on other?  Religious promises. | *Benjamin Britten – A New Year Carol*  Explore pulse, pitch and rhythm. | *Dance –* Link to English of voyage and return – going on a journey. | Days of the week, colours, counting between 11 and 20, |
| Spring 1 | *Non Narrative – Persuade/advise*  - Can write with maturity, confidence and imagination.  - Can use causes confidently and appropriately for audience and purpose | *Annimals inc Humans*  How the eye works  Human body  Digestive system  Nervous system  Reproduction | *Religion*  Religion through the ages  Thomas Becket  Modern day religions.  New found faiths – scientology etc. |  |  | *We are artists -* Fusing geometry and art | *They’re not like me! –* focusing on diversity within the community – RE link. | *Religion -Sculpture*  Research famous designers/ Architects – present findings, Buildings, Card, Wire  Natural materials  Clay sculpture | *Judaism*  Features of a synagogue  Celebrations, Passover, Shabbat, Bar Mitzvah,  What is the torah?  Why is Moses important? Link to Christianity | *Classroom Jazz 2*   1. playing instruments 2. improvising 3. composing | *Gym –*  Traveling, position, turns, jumps, rolls, balancing, apparatus | *Hobbies*  Things you like and dislike to do in your spare time. |
| Spring 2 | *Narrative – Tragedy*  - Can open and close writing in interesting, unusual or dramatic ways, when appropriate.  - Can use implicit links within a text | *Light*  How we see  Refraction  Light spectrums  Reflecting light |  | *Earthquakes* and volcanoes  Tectonic plates  Fault lines  Causes of earthquakes |  | *We are web developers -* Creating web page on e-safety - sexting | *E-safety –* Social media, Online platforms and sexting | *Other art*  Tie dye, Paper Mache  Printing (Andy Warhol), Photography  Mosaic | *Fresh prince of Bel Air*  Recognise a musical scale, recap pulse etc. | *Games – Football*  Dribbling, passing, defending & tactics. | *At school*  School subjects, items in a pencil case. |
| Summer 1 | *Non Narrative – APA Formal*  - Can adapt writing for the full range of purposes, always showing awareness of audience and purpose.  - Can use pertinent and precise detail as appropriate. | *Electricity*  Electrical Components  Comparing Circuits  Electrical symbols  Investigation | *Crime and punishment*  Roman legacy  Tudor Torture  Dick Turpin –Hero or villain?  Victorian prisons |  | *Whacky Races –* Design and make combining KS2 skills and knowledge | *We are bloggers -* Sharing experiences and opinions | *Keeping Healthy –* Recognising good health choices and the impact this has. | *Conflict - Craft*  Research famous craft makers, Using different materials  Sewing and stitching  Weaving | *Christian Faith in Action*  Mother Teresa, Thomas Barnardo etc | *Make you feel my love*  Improvising, G major scale, composing. | *Athletics – Field games*  Shot put, Javelin, long jump. | *Eating out*  Names of popular foods, asking for the bill etc. |
| Summer 1 | *Narrative – Overcoming the Monster*  - Can use creative and varied sentence structures when appropriate, intermingling with simple structures for effect.  - Can use a range of techniques to interact or show awareness of the audience. | *Evolution and Inheritance*  Charles Darwin  Mutations and adaptations  Evolutionary Pioneers  Fossils and Evolutionary tree |  | *Global issues*  Climate change  Greenland’s retreating sea ice  Goodbye Maldives  The Albedo effect | *We are architects -* Creating a virtual space using WIKIS. | *I’m growing up! –* Looking at changes that happen to your body and others – puberty talk | *Research Project*  Research artist, Project book  Present research findings, Plan Art  Practice techniques  Produce Final piece  Review and analyse  Display and share | *Living in a global community*  Comparing religions from around the world. Similarities + differences. | *Reflect,, rewind and replay*  Baroque, classical, romantic, 20th century, contemporary | *OAA – team building*  Control cards and markers, team building games. | *Holidays*  Names of countries, activities to do on holiday, traveling. |