

Year 3	Autumn 1		Autumn 2		Spring 1	
	An Apple A Day Outcome: Packaging and sandwich		That's the way to do it Outcome: Puppet show		Hunter – Gatherers Outcome: Art Gallery	
	<p>Article 28 Article 24</p> <p>Sci - Animals (inc humans) – types of nutrition SRE- that the life processes common to humans and other animals include nutrition, growth and reproduction. DT - Food, sandwich & packaging</p>	<p>RE – Ritual - Sukkot PHSE – RRR Settling in – class charter COMPUTING – 3.1 We are programmers PE – Dance Games – Football Music – French – Greetings, numbers 1-6, colours ECO DT creating biodegradable packaging</p>	<p>Article 15 Article 30</p> <p>.Sci – Light DT – Textiles – make puppet RE – Angels PHSE – Making Friends and Friendship week COMPUTING – 3.2 We are bug fixers</p>	<p>PE – Gym Games – Hockey Music – French – Classroom instructions, Xmas vocab</p>	<p>Article 13</p> <p>Sci – Plants Hist – Stone & Iron age and local history link Art – Cave paintings and drawings. RE – Rituals - Water ECO settlements and land usage. School grounds.</p>	<p>PHSE – Making Friends SRE- the main stages of the human life cycle –(Unit 1 Programme 2 and 3 of Living and Growing) COMPUTING – 3.3. We are presenters PE – Dance Games – OAA Music – French – No-7-12, new greetings / class instructions</p>
Year 4	Autumn 1		Autumn 2		Spring 1	
	Tomb Raiders Outcome: Light up Egyptian Mummy		What a racket! Outcome: Performance with own instruments		Goodbye to the Romans Outcome: Anglo Saxon Village	
	<p>Article 28</p> <p>Sci – Electricity Hist – Ancient Egypt Art – Egyptian Clay tile/cartouche RE – Ceremonies PHSE – Feeling Good PE – Dance Games – Rugby</p>	<p>Music – Listen2me French – Who is it? Computing - We are software developers – developing a simple educational game ECO River Nile and how we use water to help us.</p>	<p>Article 15</p> <p>Sci – Sound DT – Make musical instruments RE – Holy - Mother of God PHSE – Ups and downs in relationships PE – Dance Games – Football</p>	<p>Music – Listen2me French – Days of week / colours Computing - We are musicians – producing digital music ECO make musical instruments out of recycled materials.</p>	<p>Article 13</p> <p>Hist – Anglo Saxons and Scots DT – Anglo Saxon House (clay) RE-Freedom - Passover PHSE – Keeping safe out of school PE – Gym Games – Basketball</p>	<p>Music – Listen2me French – Months & animals Computing - We are toy makers – creating an interactive toy</p>

	Autumn 1		Autumn 2		Spring 1	
	Raging Rivers Outcome: Stop motion animation of the journey of a river		Doctor Who? Outcome: Doctor who story. Trip to planetarium and science centre		Saxons Vs Danes! Outcome: Saxon and Viking battle	
Year 5	<p>Article 15 Sci – Forces, gravity, air & water resistance Geog – Rivers Art – Collage and Batik RE- Submission – The Qu’ran is revealed to Muhammad PHSE – Who decides</p>	<p>PE – Gym Games – Badminton Music – Listen2me French – Where do I live? Places in a town COMPUTING- Programming: interactive games</p>	<p>Article 40 Sci – Earth & Space DT – Cams RE – The Magi & their gifts PHSE – We’re all different COMPUTING- Computational thinking – cracking codes.</p>	<p>PE –Gym Games – Rugby Music – Journey into Space French - Directions</p>	<p>Article 28 Sci – Materials, solids liquids & gasses .History – Viking & Anglo Saxons up to 1066AD Art – Bayeux tapestry COMPUTING- Creativity: geometrical art.</p>	<p>PE – Dance Games – Swimming and Basketball Music – Roundabout – exploring rounds French – revision of Y4 RE – Symbol - Water PHSE – Risks and pressures</p>
	Autumn 1		Autumn 2		Spring 1	
	Your country needs you! Outcome: Propaganda posters		Your country needs you! Outcome: VE party		Eureka! Outcome: Greek Olympic Games	
Year 6	<p>Article 28 .Sci – Light Hist – World War II Art – Propaganda poster3 RE – Umma – 5 Pillars of Islam PHSE – Rights, respect, responsibilities and the law.</p>	<p>PE – swimming Games – Volley ball Music – Listen2me French – Weather Computing - We are app planners: Planning he creation of a mobile app</p>	<p>Article 15 Sci – living things & habitats, classification DT – Food, rationed recipes Computing - We are project managers</p>	<p>Hist – World War II PE – WWII Dance Games – Swimming Music – Songwriter French – Numbers 40-100 RE Interpretation – The two Birth Narratives PHSE – Managing conflic</p>	<p>Article 13 Sci – Electricity History – Ancient Greeks Art – Greek Pots RE – Rites of Passage - Hajj PHSE – Taking responsibility for my own safety.</p>	<p>PE – Dance Games – Basketball Music – Listen2me French – The Euro Computing - We are market researchers: Research the app market</p>

Year 3	Spring 2		Summer 1		Summer 2	
	Red Sky at Night Outcome: Weather Report		I came, I saw, I conquered Outcome: Roman Day		Opposites Attract Outcome: Magnetic game	
	<p>Article 7 Article 32</p> <p>Sci – Rocks</p> <p>Geog – Climate Zones & Weather</p> <p>Art – Collage</p> <p>RE – Suffering – Holy Week</p> <p>PHSE – People and work</p> <p>COMPUTING – 3.4 We are network engineers</p>	<p>PE –Gym</p> <p>Games – Tennis</p> <p>Music –</p> <p>French – Class instructions</p> <p>ECO human impact on climate change</p>	<p>Article 38 Article 16</p> <p>Hist – Roman Empire</p> <p>Art – Mosaics</p> <p>RE – Holy – Places of worship</p> <p>PHSE – In someone else’s shoes.</p> <p>COMPUTING – 3.5 We are Communicators</p>	<p>PE – Swimming</p> <p>Games – Athletics</p> <p>Music – Salt mustard vinegar pepper</p> <p>French – Songs, How old are you</p> <p>ECO Development of settlements next to water</p>	<p>Article 27</p> <p>Sci – Forces and Magnets and land use</p> <p>Geog – Types of settlement</p> <p>DT – fridge magnet</p> <p>RE – Authority – The Torah and the Bible</p> <p>PHSE – Focus on Feelings</p> <p>COMPUTING – 3.6 We are Opinion Pollsters</p>	<p>PE – Gym</p> <p>Games – Cricket</p> <p>Music –</p> <p>French Henri Des & games</p> <p>ECO use of magnets in recycling.</p>
Year 4	Spring 2		Summer 1		Summer 2	
	All Steamed up! Outcome: Art gallery		Here and There Outcome: Habitat map		Don’t bite off more than you can chew! Outcome: Healthy Salad / Fruit Salad	
	<p>Article 24</p> <p>Sci – Animals – teeth, food chains & digestion</p> <p>DT – Salads / fruit salad</p> <p>RE – Ritual – Paschal Candle</p> <p>PE – Swimming</p> <p>Games – Hockey</p>	<p>Music - Listen2me</p> <p>French – Size, Songs, Numbers to 31</p> <p>Computing - We are html editors – editing and writing html</p> <p>PSHE-Keeping Healthy</p> <p>ECO habitats how we and other animals adapt to our environment. What can affect environments?</p>	<p>Article 7 Article 8</p> <p>Sci – Living things habitats</p> <p>Geog – Contrasting UK localities</p> <p>Art - :Landscapes collage</p> <p>PHSE – Looking ahead</p> <p>PE – Dance</p> <p>Games – Rounder’s</p>	<p>Music – Listen2me</p> <p>French – pets & birthdays</p> <p>RE – Creation - Stewardship & creation</p> <p>Computing - We are co-authors – producing a wiki</p>	<p>Article 31</p> <p>Geog – Water cycle</p> <p>RE Identity – The Mezuzah and the Shema</p> <p>PHSE- Changes in families</p> <p>SRE - the main stages of the human life cycle –(recap Living and Growing Unit 1 programme 2; watch Programme 3)</p> <p>PE – Gym</p> <p>Games – Athletics</p>	<p>Music – Listen2me</p> <p>French – nouns, brothers and sisters</p> <p>Computing - We are meteorologists – recording and analysing weather data</p> <p>Art – Sketching / painting water pictures</p> <p>ECO water cycle and saving water</p>

Year 5	Spring 2		Summer 1		Summer 2	
	Italy...Wish you were here? Outcome: Pop up pizzeria		I'm a survivor! Outcome: Survival day		Mayans Outcome: Maize growing/cooking traditional Mayan food	
	<p>Article 14 Geog – Contrasting locality – UK and Italy DT – Italian Cooking PHSE – being involved in my community COMPUTING – We are web designers</p>	<p>PE – Dance Games – Football Music – Listen2me French – Seasons, places in school RE – Symbol - Eucharist</p>	<p>Article 12 Sci – Living things – life cycles Art – Painting linked to Kensuke’s Kingdom RE – Salvation COMPUTING – Communication/ collaboration: blogging</p>	<p>PE – Gym Games – Cricket Music French – Classroom objects PSHE- Looking at the world</p>	<p>Article 16 Sci – Animals and plants Hist – Mayans PHSE –It’s my body Art: Clay (Mayan pottery) RE – Sacred – The Mosque COMPUTING - Productivity: Creating a virtual space PE – Dance Games – Athletics</p>	<p>Music – Listen2me French – Telling the time SRE- main stages of the human life cycle, (Living and growing Unit 2 programme 4,5,and 6, Unit 3 programmes 1,2) and (BBC Growing up DVD programme 2 and activity sheets)</p>
Year 6	Spring 2		Summer 1		Summer 2	
	Dangerour Disasters Outcome: Documentary on healthy living		Practice makes perfect Outcome: Exhibition		Wish you were here Outcome: French café / market	
	<p>Article 33 Sci – Animals /Humans Geog – Volcanoes / Earthquakes Art – Modroc Body Shapes RE – The Empty Cross (Resurrection) Music – Roundabout</p>	<p>PE – Gym Games – Cricket French – Food and Drink PHSE - World of Work Computing - We are interface designers: Designing an interface for an app</p>	<p>Article 42 Article 40 Geog – Volcanoes & earthquakes DT – Buggies PHSE – Changing relationships.</p>	<p>PE – dance Games – Rounders Music - Listen2me French – Favourite Lesson Computing - Using ICT to revise</p>	<p>Article 16 Sci – Evolution and inheritance Geog – St Lucia DT / Art – Baik Cushions RE - Imagery PHSE – Transition and managing change.</p>	<p>PE – Gym Games – Athletics Music Stars hide your fire French – Clothing Computing - Developing a simple mobile phone app. RE – Imagery / Icon – Jesus through Art</p>