

Nursery/Reception

Year A

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Marvellous Me	Let's Celebrate	Tell Us a Story	Food Glorious Food	Animal Antics	Bigger, Bigger, Bigger

Year B

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Time to Rhyme	Knight Night	Help, Help	Out of this World	On the Move	Fun in the Sun

Y1

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>Splendid Skies</p> <p>Science – Seasonal changes/ weather. Geography – seasonal and daily weather patterns/hot and cold areas. Art – textiles DT – making kites.</p>	<p>Enchanted Woodland</p> <p>Science – Plants and Animals/ growing plants/recording data/identifying and classifying structures of plants and trees Geography – maps/ compass directions/locational knowledge.</p>	<p>Bright Lights Big City</p> <p>Science – Everyday materials. Geography - Countries and capitals of UK/similarities and differences/compare with Non-European location/locational language/human features/city, town etc. Maps/aerial images. History – Great Fire of London Art- digital media DT- Lego</p>	<p>Memory Box</p> <p>Science – parts of human body History - Changes in living memory Geography – fieldwork/ school grounds/local area Art – artists and designers. DT - Cooking</p>	<p>Paws, Claws, Whiskers</p> <p>Science – Animals including humans Geography – using and making maps/describing physical features Art – drawing, collage and sculpture.</p>	<p>Super Heroes</p> <p>Geography – Countries and cities, comparison with UK. Hot and cold areas Maps, atlases and globes Science- senses (human body) History – Florence Nightingale. Art – Mixed Drawing – mixing primary colours. DT – Construction.</p>

Y2

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>Towers, Tunnels and Turrets Science –identifying and classifying everyday materials Geography – structures around the world History – Castles and castle life</p>	<p>Mud, Mess and Mixtures Science – everyday materials (squashing/bending/twisting) Art – mixing colours/painting/printing DT - Cooking</p>	<p>Land Ahoy Science – everyday materials (waterproofing)/how humans stay healthy Geography – using and making maps/locational knowledge/using and giving directions/weather and day length History – Captain Cook and Grace Darling Art – digital media/painting/tones DT – Technical knowledge (boat building)</p>	<p>Scented Garden Science – plants Geography – plants in the local area and around the world. Art – drawing and collage</p>	<p>Street Detectives Geography – field work and local area/human and physical features/making maps with keys/aerial images History – changes within living memory/significant people, places and events in the local area DT – Structures (lego)</p>	<p>Wriggle and Crawl Science – living things and their habitats/ animals including humans Art - sculpture</p>

Y3

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>Gods and Mortals History – Ancient Greeks Geography – ancient and modern day Greece/geographical features using a map Art – sculpture DT – cooking</p>	<p>Mighty Metals Science – forces and magnets DT – levers and linkages</p>	<p>Predators Science – animals including humans Geography – field work using maps/locate countries and continents Art – printing</p>	<p>Tremors Science – rocks Geography – Volcanoes and Earthquakes Art – digital media</p>	<p>Tribal Tales Science – plants Art – art from different places around the world History – Prehistoric Britain to Iron Age Geography – Fieldwork/human and physical/using maps/aerial images</p>	<p>Urban Pioneers Science – light Geography – geographical skills and field work History – Local history Art – take one picture (drawing and painting) DT - pulleys</p>

Y4

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>I am Warrior</p> <p>History- Roman Empire and its impact upon Britain.</p> <p>Science- Sound</p> <p>Geography- Maps and locating continents and countries in the world.</p>	<p>Burps Bottoms and Bile</p> <p>Science- Teeth, hygiene and the digestive system.</p> <p>DT- designing and building pop-up mechanisms.</p> <p>Art- Sketches using charcoal and pastels.</p>	<p>Road Trip USA</p> <p>Geography- Mountains, North/South America and mapskills.</p> <p>Science- Electricity.</p> <p>DT- Designing an interactive museum display.</p>	<p>Potions</p> <p>Science- States of matter</p> <p>Art- Clay work, crayon art.</p> <p>D&T- Product development</p> <p>History- Historic uses of potions.</p>	<p>Traders and Raiders</p> <p>History The Anglo-Saxon and Viking kingdoms of Britain.</p> <p>Geography- Settlements and their impact upon the environment. Evidence of historical settlements in the local area. D&T- Designing an improved Viking ship.</p>	<p>Blue Abyss</p> <p>Science- Living things and their habitats. How sound needs a medium to travel to the ear.</p> <p>Geography- Seas and oceans of the world. Identifying them on a map and comparing them. Environmental issues</p> <p>Art- designing and making a printing block then printing patterns onto a variety of materials.</p>

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<p>Pharaohs History – Ancient Egypt</p> <p>Geography – human and physical features of Egypt; The River Nile; Tourism.</p> <p>Art - Drawing artefacts; Headwear; Hieroglyphic amulets.</p> <p>D&T - Clay Canopic jars; Egyptian food; Model tombs and pyramids</p>	<p>Stargazers Science – Earth and Space; Forces</p> <p>History – The Space Race. Significant individuals; Isaac Newton and Galileo.</p> <p>Geography –Locating physical features. Identifying key global features (position and significance of latitude, longitude, Equator etc).</p> <p>Art – Printing; Design</p> <p>D&T – Selecting materials; Design research; Structures; Evaluation</p>	<p>Alchemy Island Science – Properties and changes of materials.</p> <p>Geography –Map reading; Using co-ordinates; Human and physical features</p> <p>Art - To master painting techniques (Sketching)</p> <p>DT – Designing, building and evaluating a board game. Use mechanical systems (Cams)</p>	<p>Beast Creator Science – Living things and their habitats (food chains/lifecycles)</p> <p>Geography – Local fieldwork; Contrasting locations</p> <p>Art - Drawing; Perspectives</p> <p>D&T – model making</p>	<p>Princes, Peasants and Pestilence Science – Living things</p> <p>History – 14th Century England; Black Death and the Peasants’ Revolt</p> <p>Geography – Using maps; Identify cities and counties of the UK.</p> <p>D&T - Sketch books; Printmaking; Historical recipes</p>	<p>Time Travellers Science –Animals including humans (how our body changes as we age).</p> <p>History – changes to an aspect of everyday life over the last century.</p> <p>Geography – changes in the local community. Comparing the UK to a South American region</p> <p>Art – Photography; Great artists – Andy Warhol, Salvador Dali; Collage</p> <p>D&T – Selecting materials; healthy and varied diet.</p>

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>Blood Heart/ID Science – Animals including humans DT - Restaurant Evening</p> <p>(Understand and apply the principles of a healthy and varied diet).</p> <p>(Prepare and cook a variety of predominately savoury dishes using a range of cooking techniques)</p>	<p>Frozen Kingdom Science – Living Things and Their Habitats Geography – Describe geographical diversity across the world. Use a range of geographical resources. Describe and understand aspects of physical geography, climate zones, biomes and vegetation belts. Identify and describe geological significance of latitude/longitude/equator/hemispheres/tropics/Arctic and Antarctic/time zones. History – Arctic Exploration Art - To master techniques – printing</p> <p>Inuit block prints/lino prints</p> <p>Build up layers of colour/create an accurate pattern showing fine detail/ use a range of visual</p>	<p>A Child's War Science – Electricity Geography – name and locate some of the countries and cities of the world and their identifying physical and human characteristics and how they have changed over time. History – WW2</p> <p>Art - To master painting techniques (Colour wash, sketch, combine light and colour).</p> <p>To master techniques – sketching</p> <p>Form, shadow, reflection, perspective</p> <p>DT - Building an air raid shelter and incorporating an electric light system.</p> <p>(Understand and use electrical systems in their products).</p>	<p>Revolution (including Darwin's Delight) Science – Evolution/inheritance Geography – describe how locations around the world are changing and explain some of the reasons for change. Collect and analysis statistics and information to draw clear conclusions about location. Identify and describe how the physical features affect human activity. Use a range of geographical resources. Compare aerial images to maps and topological maps. Recognise Ordnance survey symbols and use of these.</p> <p>History – Victorians/Significant change/Mary Anning/Charles Darwin Art - To master</p>	<p>Hola Mexico Science – All Living Things Geography – Understand some reasons for geographical similarities and differences between countries. Describe interconnection and interdependence between countries. Name and locate countries of North and South America and identify physical and human features. Human geography including settlements, land use, economic activity and distribution of natural resources. Use a range of geographical resources. Compare aerial images to maps and topological maps.</p> <p>History – The Mayans Art - To master</p>	<p>Gallery Rebels Science – Light/SRE Art - To take inspiration from the greats (classic and modern)</p> <p>To master painting techniques (acrylic/ colour palette/combine colour and texture to create mood)</p> <p>Jackson Pollack</p> <p>To master techniques – digital media (ICT) (enhance digital media by editing, including sound, video, animation, still images and installations).</p> <p>DT - Lego Game Making Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose</p>

	<p>elements to reflect the purpose of the work.</p>	<p>(Select from and use a wider range of tools and equipment to perform practical tasks accurately).</p>	<p>techniques – textiles</p> <p>Victorian Sampler (show precision and techniques/to use a range of stitching techniques and combine previously learned techniques to create pieces – calendar).</p> <p>DT - Sewing - Select from and use a wider range of materials and components</p>	<p>techniques – sculpture (Mayan masks using Papier Mache combine visual and tactile qualities/ use frameworks such as wires or mould to provide stability and form/ show lifelike qualities and real life proportions and if more abstract provoke different interpretations.</p>	<p>aimed at particular individuals or groups</p>
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