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| **Autumn 1**  **Where do you Belong?**  Knowledge organisers: PSHE, geography.  School value: Concentrate, work hard and be proud of your achievements.  Science: Animals, including humans  Geography: local area study  History: chronology and changes within living memory  Computing: IT and technology around us  PSHE: Belonging  Art & Design: use drawing to share ideas - Pete Mckee  Design & Technology:  Music: listen with concentration and understanding  RE: church, community and belonging - Christianity  PE: ball skills and fundamentals | **Autumn 2**  **Why should we Remember?**  Knowledge organisers: history, science, RE  School value: Persevere, don’t’ give up!  Science: Everyday materials and their properties  Geography:  History: chronology and significant events & individuals  Computing: creating media & digital photography  PSHE: similarities & differences  Assumptions & stereotypes  Art & Design: use a range of materials creatively - textiles  Design & Technology:  Music: use their voices expressively & creatively  RE: celebrations & festivals – religion & world views  PE: gymnastics & yoga |
| **Spring 1**  **What makes Sheffield Green?**  Knowledge organisers: geography, DT, RE  School value: Try new things, do your best.  Science: everyday materials & their properties  Geography: four UK countries & surrounding seas  History: significant local – John Graves  Computing: creating pictures with text & making music  PSHE: setting & achieving gaols  Art & Design:  Design & Technology: stable structure & mechanisms - parks  Music: play instruments & experiment with sound  RE: importance of symbols – Jewish & Christian  PE: dance and fitness | **Spring 2**  **Does Sheffield still make Steel?**  Knowledge organisers: history, art.  School value: Consider others and be polite.  Science: working scientifically  Geography:  History: compare aspects of life in different periods – mid-19th century Sheffield  Computing: grouping data & pictograms  PSHE: health and motivation  Art & Design: developing line in drawing – LS Lowry  Design & Technology:  Music: experiment and combine sounds – rhythm & pulse  RE: religion and world views – the story of Easter  PE: sending & receiving, and team games |
| **Summer 1**  **Why do Lions Roar?**  Knowledge organisers: science, geography  School value: Imagine, dream, believe, achieve!  Science: Animals, including humans & living things & their habitats  Geography: **revisit** location knowledge  History: historical knowledge & significant contribution – David Attenborough  Computing: moving a robot & animation  PSHE: families  Art & Design:  Design & Technology: nutrition  Music: use their voices expressively & creatively  RE: explore meaning and truth & questions about right & wrong – Bible stories  PE: net & wall, and invasion | **Summer 2**  **Where are the Mountains?**  Knowledge organisers: science, history  School value: Have fun, and be happy in all that you do.  Science: plants  Geography: continents  History: chronology & significant explorers over land  Computing: programming - Scratch  PSHE: life cycles  Art & Design: form & sculpture – clay & printing  Design & Technology:  Music: experiment & create with sound  RE: religion & world views - Islam  PE: Athletics & target games |