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| **Autumn 1**  **What makes me Special?**  Knowledge organisers: PSHE, art & design.  School value: Concentrate, work hard and be proud of your achievements.  Science: Animals, including humans  Geography: skills & fieldwork in local area  History: chronology and changes within living memory, & BHM – significant individuals.  Computing: IT and technology around us  PSHE: Belonging  Art & Design: colour, space, control, form & texture – hessian – Mam Rivens  Design & Technology:  Music: listen with concentration and understanding  RE: community & belonging - Harvest  PE: ball skills and fundamentals | **Autumn 2**  **What were Toys like in the Past?**  Knowledge organisers: history, DT, RE  School value: Persevere, don’t’ give up!  Science: Everyday materials and their properties  Geography:  History: compare aspects of life in different periods – 20th century toys & games  Computing: creating media & digital photography  PSHE: similarities & differences & Assumptions & stereotypes  Art & Design:  Design & Technology: mechanisms – toys that move - wheels & axles  Music: use their voices expressively & creatively  RE: religion & world views – Christmas & Diwali  PE: gymnastics & yoga |
| **Spring 1**  **Who Lived in a Castle?**  Knowledge organisers: history, science  School value: Try new things, do your best.  Science: everyday materials & their properties  Geography: geographical skills – where is Manor Lodge?  History: comparison present day and Tudor times  Computing: creating pictures with text & making music  PSHE: setting & achieving gaols  Art & Design:  Design & Technology: stable structure & mechanisms – castle & drawbridge  Music: play instruments & experiment with sound  RE: religion and world views – place of worship – Mosque  PE: dance and fitness | **Spring 2**  **How does your Garden Grow?**  Knowledge organisers: art, geography.  School value: Consider others and be polite.  Science: Plants  Geography: **revisit** four UK countries  History:  Computing: grouping data & pictograms  PSHE: health and motivation  Art & Design: developing line in painting landscapes – David Hockney  Design & Technology:  Music: experiment and combine sounds – musical moods  RE: religion & world views – symbols of Easter  PE: sending & receiving, and team games |
| **Summer 1**  **How do Bees make Honey?**  Knowledge organisers: science, RE  School value: Imagine, dream, believe, achieve!  Science: Animals, including humans & lifecycles (non-statutory)  Geography:  History: historical knowledge & significant local person – bee keeper  Computing: moving a robot & animation  PSHE: families  Art & Design: pattern, control, sculpting – printing tiles and animal patterns  Design & Technology:  Music: instruments & listening – pitch & orchestra  RE: questions about right & wrong – Bible stories  PE: net & wall, and invasion | **Summer 2**  **What Lives in the Ocean?**  Knowledge organisers: science, geography  School value: Have fun, and be happy in all that you do.  Science: Animals, including humans & living things & their habitats  Geography: oceans  History: chronology & significant explorers - oceans  Computing: programming - Scratch  PSHE: life cycles  Art & Design: sculpting & creativity – clay  Design & Technology:  Music: experiment & create with sound  RE: religion & world views - Islam  PE: Athletics & target games |