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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 humansGeography: skills & fieldwork in local areaHistory: chronology and changes within living memory, & BHM – significant individuals.Computing: IT and technology around usPSHE: BelongingArt & Design: colour, space, control, form & texture – hessian – Mam RivensDesign & Technology:Music: listen with concentration and understandingRE: community & belonging - HarvestPE: ball skills and fundamentals | **Autumn 2****What were Toys like in the Past?**Knowledge organisers: history, DT, RESchool value: Persevere, don’t’ give up!Science: Everyday materials and their propertiesGeography: History: compare aspects of life in different periods – 20th century toys & gamesComputing: creating media & digital photographyPSHE: similarities & differences & Assumptions & stereotypesArt & Design: Design & Technology: mechanisms – toys that move - wheels & axlesMusic: use their voices expressively & creativelyRE: religion & world views – Christmas & DiwaliPE: gymnastics & yoga |
| **Spring 1****Who Lived in a Castle?**Knowledge organisers: history, scienceSchool value: Try new things, do your best.Science: everyday materials & their propertiesGeography: geographical skills – where is Manor Lodge?History: comparison present day and Tudor timesComputing: creating pictures with text & making musicPSHE: setting & achieving gaolsArt & Design: Design & Technology: stable structure & mechanisms – castle & drawbridgeMusic: play instruments & experiment with soundRE: religion and world views – place of worship – MosquePE: dance and fitness | **Spring 2****How does your Garden Grow?**Knowledge organisers: art, geography.School value: Consider others and be polite.Science: PlantsGeography: **revisit** four UK countriesHistory: Computing: grouping data & pictogramsPSHE: health and motivationArt & Design: developing line in painting landscapes – David HockneyDesign & Technology:Music: experiment and combine sounds – musical moodsRE: religion & world views – symbols of EasterPE: sending & receiving, and team games |
| **Summer 1****How do Bees make Honey?**Knowledge organisers: science, RESchool value: Imagine, dream, believe, achieve!Science: Animals, including humans & lifecycles (non-statutory)Geography: History: historical knowledge & significant local person – bee keeperComputing: moving a robot & animationPSHE: familiesArt & Design: pattern, control, sculpting – printing tiles and animal patternsDesign & Technology: Music: instruments & listening – pitch & orchestraRE: questions about right & wrong – Bible storiesPE: net & wall, and invasion | **Summer 2****What Lives in the Ocean?**Knowledge organisers: science, geographySchool value: Have fun, and be happy in all that you do.Science: Animals, including humans & living things & their habitatsGeography: oceansHistory: chronology & significant explorers - oceansComputing: programming - ScratchPSHE: life cyclesArt & Design: sculpting & creativity – clayDesign & Technology:Music: experiment & create with soundRE: religion & world views - IslamPE: Athletics & target games |