

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
RE	The Creation The story of Adam & Eve Gifts and talents given to us by God The Beatitudes The Sacrament of the Sick The Miracles	Advent Advent Prayers The Build Up to Christmas Advent Assembly Christmas The Birth of Jesus	Baptism The Baptism of Jesus Why is Baptism an important sacrament?	Holy Week Stations of the Cross Judas' Plot Jesus in Jerusalem Lent Lenten Promises The Importance of Lent	Easter Pentecost	Marriage and the Holy Orders Discover all 7 Sacraments The Work of the Apostles
Science	The Earth and the Moon Our Solar System	Forces: Weight & Gravity Air Resistance Friction Levers, Pulleys and Gears	Properties and Changes of Materials: Evaporation Dissolving	Properties and Changes of Materials: Reversible and Irreversible Changes	All Living Things: Creatures in Their Habitats	Animals, Including Humans Classification
Learning Journey	<u>River deep, Mountain high</u> Where does water come from? Where does the rain go? Where do rivers go? Where is our nearest river? What is the definition of a river? What problems do rivers face? What is pollution? How does it affect people and wildlife?	<u>'River deep, Mountain High</u> How tall does a hill have to be before it's a mountain? What is the definition of a mountain? How is a mountain range displayed on a map? Can we identify mountains in the UK? Can we identify mountains in Europe?	<u>Walk like an Egyptian</u> Where is Egypt? Who were the Ancient Egyptians? Who did the Egyptians worship? Which was the most important god? Finding of Tutankhamen's tomb Trip to Birmingham Art Gallery	<u>'Walk like an Egyptian</u> How were the pyramids built? Who built the pyramids? Egyptian farming Daily life	<u>Stone age to Iron Age</u> When was the Stone Age? Why was it called the Stone Age? When was in relation to other periods studied? What were the key features of the Stone Age?	<u>Stone age to Iron Age</u> What did people wear? How did they get clothes? What did they eat? What were their homes like?

French	Unit 15 Bon Appétit (Enjoy your meal)	Unit 14 Notre école (Our school)	Unit 13 En route pour l'école On the way to school)	Unit 16 Monter un café (Creating a café)	Unit 17 Scène de plage (Beach scene)	Unit 18 Au parc d'attractions (At the theme park)
Music	Play a range of familiar melodies 'by ear' Recognise a range of musical symbols in standard notation and appropriate for violin	Play using standard notation; in simple time Use breathing techniques to sing effectively; Sing solo and ensemble	Play a pentatonic scale Improvise melodic and rhythmic phrases to accompany a song. Describe and contrast the work of two famous composers and explain their preferences using musical elements eg. how do changes in tempo affect the mood of a piece	Maintain their part while singing and playing Sing and play songs in two parts; create harmonies	Create own compositions in groups or individually. Play and create a repeated sequence of pitches on an instrument and use their own and other's ideas to build and improve their work	Play and perform (using violin) solo and ensemble from simple notation Perform their own compositions for an audience and describe its theme or purpose
Art	Look at styles of other artists.eg Georgia O Keefe	3D models of mountain with Modroc	Collage of Tutankhamen	Making models of mummies.	Printing on to different materials	Cave paintings.Features of art form other periods
DT	Cooking		Design and make clothing for an Egyptian	Design and make clothing for an Egyptian Cooking	Cooking	Cooking
Computing	E-Safety Posters using Microsoft Word	Power-Points about ww1 Use ICT to locate, recall, select and organise historical	Computer Science - Magic Maths Quiz Understanding Algorithms	Digital Literacy - Let's Communicate Online!	Digital Literacy - Website Designers	Information Technology - Podcasts Writing, Recording and Editing a Podcast

	Scratch Game design	information about WW11.	Adding Messages	Being Safe and Sensible online Blogging Sending Emails	Designing and creating our own website Defining a Network	
PE	Gym unit T: Bridges Games Unit 2: Invasion and target (ball handling)	Dance Unit 1: Dancing with props Dance Unit 3: Moods and Feelings	Gym Unit U: Flight Games Unit 3: Invasion games (implementing and kicking)	Gym Unit W: Spinning and Turning Games Unit 1: Net/court/wall games	Athletics Unit 1 Games unit 4: Striking and fielding games	Dance unit 2: Adapt and develop dance Athletics Unit 2