

LONG TERM PLAN AND OVERVIEW (2020-2021)



Blue Abyss

SCIENCE:

- including Animals humans
- Living things and their habitats

GEOGRAPHY:

- Oceans & Seas

ART:

- Watercolour
- Depicting the seas

D&T:

- design & make an aquarium



Frozen kingdom

GEOGRAPHY:

- Arctic and Antarctica
- Mapping

SCIENCE:

- Living things / habitats

MATERIALS:

- Materials

HISTORY:

- Significant people (British influence)

D&T:

- Ice buggy prototype



Gods & mortals

HISTORY:

- Ancient Greece

GEOGRAPHY:

- European country comparison

SCIENCE:

- Earth & Space
- Light

ART:

- Historical architecture
- Sculpture & pottery



Relics, Rocks & rumbles

HISTORY:

- Roman Empire & impact

GEOGRAPHY:

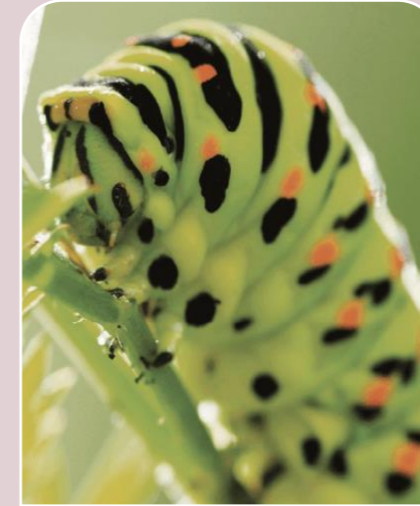
- Volcanoes & rugged earth
- Mapping famous landmarks

SCIENCE:

- Materials (including rocks)
- States of matter

ART / D&T:

- Cross sectional diagrams



Wriggle & crawl

SCIENCE:

- Animals including humans
- Plants

GEOGRAPHY:

- local area, mapping and fieldwork

D&T:

- Design & make Minibeast homes

COMPUTING:

- Programme a bee!



Rio de Vida

GEOGRAPHY:

- South America study – Brazil
- Compare and contrast

SCIENCE:

- Sound / Light
- Forces (including magnets)

ART:

- Cultural art
- Textiles

MUSIC:

- Listen, evaluate and compose carnival music

LONG TERM PLAN AND OVERVIEW (2021-2022)



Tribal tales

HISTORY:

Prehistoric Britain
– Stone Age to Iron Age

GEOGRAPHY:

Fieldwork; Human and physical geography; Using maps and aerial images

D&T:

Designing and making tools;
Building structures



Street detectives

GEOGRAPHY:

Fieldwork in the local area;
Human and physical features;
Using and making maps; Aerial images

ART:

Famous local artists; Creating views from the local area

HISTORY:

Changes within living memory;
Significant people; Places and events in the local area



Traders & raiders

HISTORY:

Anglo-Saxons and Vikings

D&T:

Making weapons and jewellery;
Models of Anglo-Saxon homes;
Clay rune stones

GEOGRAPHY:

Using maps;
Settlements;
Europe



Allotment

GEOGRAPHY:

Land use;
Geographical skills and fieldwork; Map work; Climate

SCIENCE:

Life cycles of animals and plants; Working scientifically

D&T:

Cooking and nutrition; Making planters; Making structures

ART:

Botanical drawing and painting



Towers, tunnels & turrets

HISTORY:

Castles and castle life;
Significant individuals

D&T:

Making models of towers, bridges and tunnels

GEOGRAPHY:

Amazing structures around the world; Towers and bridges in the local area



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D&T:

Cooking and nutrition

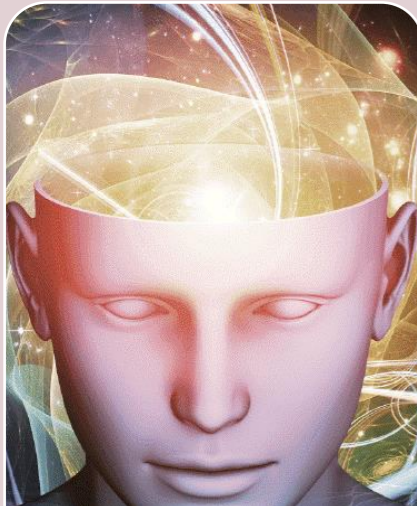
GEOGRAPHY:

World knowledge
Food trade

ART:

Sculpture

LONG TERM PLAN AND OVERVIEW (2022-2023)



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ART:

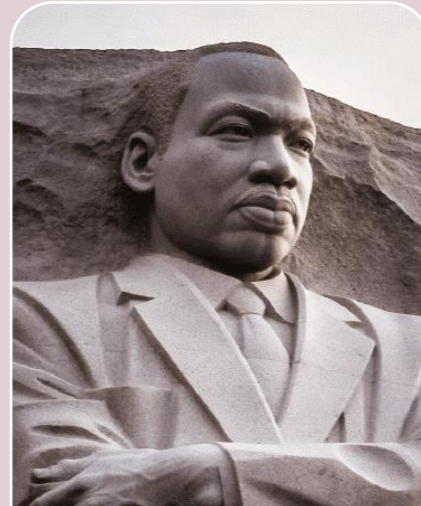
Portraits & figurines

D&T:

Tools and equipment;
Design; Fashion and clothing

SCIENCE:

Classification;
Families and inheritance;
Working scientifically



Heroes & Villains

PSHE:

Moral issues and dilemmas

GEOGRAPHY:

Locational knowledge

D&T:

Making puppets;
Flip books



Off with her head!

HISTORY:

British history beyond 1066 -
The Tudors

ART:

Portraits;
Sketching Tudor fashions; 3-D modelling

GEOGRAPHY:

Maps



Beast creator

ART:

Drawing;
Perspectives

GEOGRAPHY:

Fieldwork;
Contrasting location

D&T:

Making models



Revolution

HISTORY:

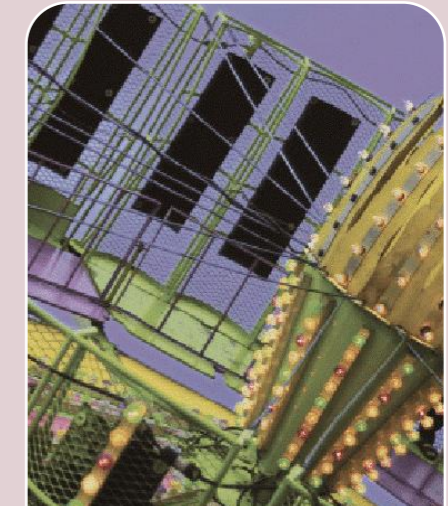
Victorians

ART:

Artists of the Victorian period;
Printing

GEOGRAPHY:

Cities and transport in Victorian times;
Maps



Scream Machine

D&T:

Designing rides;
Programming models;
Mechanical systems;
Evaluation; Food

ART:

Photography and image editing

GEOGRAPHY:

UK places map work;
Theme parks

LONG TERM PLAN AND OVERVIEW (2023-2024)



Moon zoom

D&T:

Designing and making space-themed vehicles;
Evaluating toys;
Using mechanisms

HISTORY:

British history beyond 1066 -
Space history

GEOGRAPHY:

Satellite images;
NASA base



Britain at war

HISTORY:

First and Second World Wars;
Causes; Warring nations; Key events and battles; Impact on citizens and everyday life; Significant leaders; End of war; Local history study; Remembrance

GEOGRAPHY:

Place and interconnections;
Maps

D&T:

Recipes;
Structures



Bright lights, big city

GEOGRAPHY:

Countries and capital cities of the UK; Physical features of the UK; Human features; Landmarks; Maps; Compass directions; Geographical similarities

ART:

Drawing

HISTORY:

Monarchy



Urban pioneers

ART:

Photography;
Graffiti art;
Observational drawing

GEOGRAPHY:

Fieldwork

PSHE:

Being safe;
Presenting opinions



Pharaohs

HISTORY:

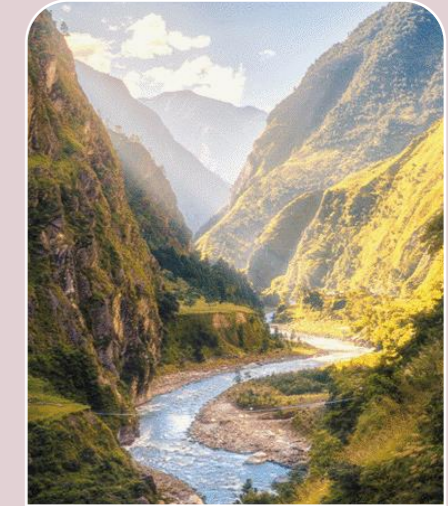
Ancient Egypt

ART:

Drawing artefacts;
Headwear;
Hieroglyphic amulets

D&T:

Egyptian food;
Making tombs and pyramids



Misty mountain, winding river

GEOGRAPHY:

Rivers; Maps; Grid references; Aerial images; Mountains; mountains; Compass points; Water cycle; Data analysis

SCIENCE:

Water cycle;
Habitats;
Changing environments

D&T:

Mountain climbing equipment