Design and Technology

Shelters – stone age

Religious Education

Loving

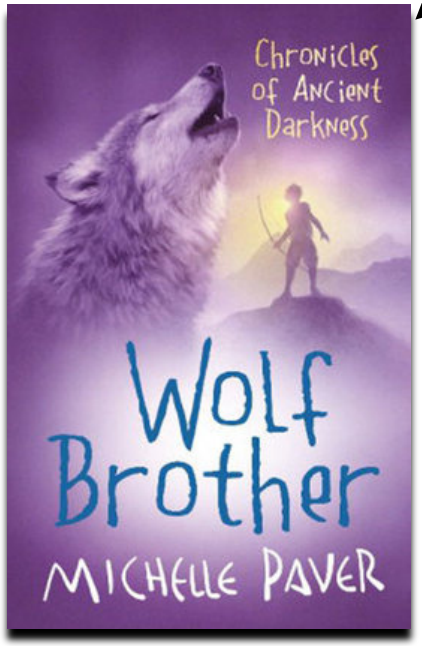
Vocation and commitment

HISTORY-

late Neolithic hunter-gatherers and early farmers, for example, Skara Brae
Bronze Age religion, technology and travel, for example, Stonehenge
Iron Age hill forts: tribal kingdoms, farming, art and culture

Literacy

Non-chronological Report
Diary
Biography and autobiography



Evolution and Inheritances

To recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents

To recognise that living things have changed over time and that fossils provide information about living things that inhabited the earth millions of years ago

To identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution

GEOGRAPHY –

Norway – physical geography

ICT –

Research databases

Creating databases

MUSIC

Rock Music

On going skills

MFL

Actions

ART - cave art

Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

PE - hockey

Design and Technology
To be able to design, create and evaluate a labyrinth. To be able to design, create and evaluate a reproduction of the Parthenon.

HISTORY- To learn about Greece and to place the ancient Greek civilization in time. To learn about the differences between Athens and Sparta and to understand the term 'democracy'. To learn about ancient Greek warfare. To find out about the beliefs of the ancient Greeks. To find out about daily life in ancient Greece. To learn about the impact of the ancient Greek civilization on the modern world.

***Literacy*:**

Letter writing

•Play script

•Newspaper report

•Review of a performance

–**SCIENCE**

Light and electricity planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations

associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit

compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches

use recognised symbols when representing a simple circuit in a diagram

GEOGRAPHY –. To find out about the physical geography of Greece. To find out about the population and culture of Greece today.

Computing: Algorithms programming

Autumn 2

Music:
Ancient Greece. Exploring triple time/pentatonic scale. Leitmotif

ART –To be able to design, create and evaluate comedy and tragedy masks. To be able to decorate a pot in the style of ancient Greek pottery.

MFL
In France

PE – Dance