

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

GEOGRAPHY –

Norway – physical geography

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

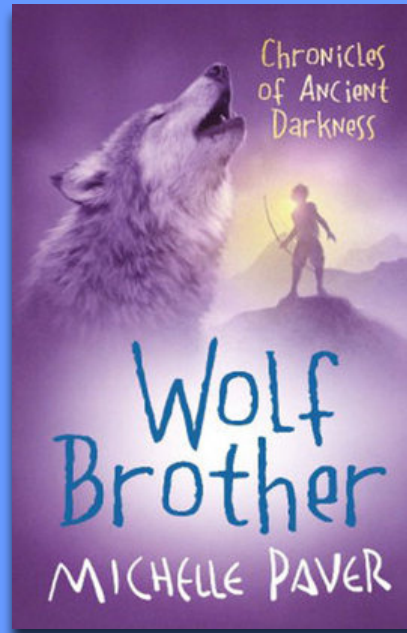
PE - hockey

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



ICT –

Research databases

Creating databases