



Year	English	Science	History	Geography	Art and Design	Computing	Music	Design Technology
6	Writing to Entertain Narrative Description PoetryWriting to inform Reports Biography Newspaper 	Living things – classification and reasons why <u>Animals</u> – habitats, human circulation system, diet and lifestyle <u>Evolution and</u> <u>Inheritance</u> – fossils, adaptation, changes within offspring <u>Light</u> – how it travels and how we see <u>Electricity</u> – factors affecting simple circuits	Local History / Family Trees. WW2	Volcano study. Ordnance survey maps with symbols. Identify and name countries, capitals and oceans around the world.	Set up an art gallery for the school to visit. Programme, Ticket & Prop design	E-safety including social media. General computing skills Introduction to coding Ongoing computing projects relating to: production ticket & programme design, entrepreneurship, leaver's projects	Perform, compose and listen to a variety of music.	Cooking plan and make a meal (balanced and healthy); kitchen safety Design/produce/ evaluate a functional product create mock ups. Market research.