

Year 3/4

	Year A			Year B		
	Autumn	Spring	Summer	Autumn	Spring	Summer
Topic Title	Time Detectives (history)	Express yourself (Performing arts)	All creatures great and small (science)	Let's Celebrate (RE)	Inside out (PSHCE)	What a wonderful world! (Geography)
Science	* Sound * Rocks	* Forces and magnets	* Animals inc Humans (Yr4) * Living things and their habitats	* Light * Electricity	* States of matter	* Plants * Animals inc Humans (Yr3)
History	Changes in Britain from the Stone age to Iron age	Local History	Roman Empire and impact on Britain	Non-European society e.g Early Islamic civilisation	Britain's Settlement by Anglo Saxons and Scots	Ancient Greece
Geography	Human and physical geography of UK inc a non- local region	Geographical skills and fieldwork	Human and physical geography of Southern European Region	Human and physical geography of a non-European area (e.g. Asia)		Geographical skills and fieldwork
Design Technology (To be taught at some point in the year)	Levers and Linkages - mechanical control 3D Structures Moving vehicle			Food Product 3D Textile Item Electrical circuits and control (including simple computer control)		
Art (To be taught at some point in the year)	Drawing - use different grades of pencils, shading to create shadow, cross hatching to create texture. Annotate sketches.					
	Digital media - Create images, video and sound recordings and explain why they were created Sculpture - shapes made from nets and paper mache, create expression, feelings and movement. Add materials to create interest. Printing - Make printing blocks and use them to create precise repeating patterns of overlaying colours, replicating environmental natural and/or built patterns.			Textiles - use basic cross stitch and back stitch, quilt, pad and gather materials. Collage - use coiling, overlapping, tessellation and mosaic and montage Painting -Colour wash background using watercolour and then add detail. Experiment with mood and colour.		
Computing (To be taught at some point in the year)	Data and Data Representation -Perform more complex searches for information eg using Boolean and relational operators. Communication and Networks -Understand the difference between the Internet and Internet services Programming and Development - Understand the differences between appropriate uses if/ and statements. Use variables.			Algorithms -Design solutions that use repetition and two way selection. Use diagrams to express solutions. Use Logical reasoning to predict outputs. Information Technology - Collect, organise and present data and information in digital content. Hardware and Processing - Know that computers collect data from various input devices including sensors and application software. Understand the difference between hardware and application software.		

Year 5/6

	Year A			Year B		
	Autumn	Spring	Summer	Autumn	Spring	Summer
Topic Title	Time Detectives (history)	Express yourself (Performing arts)	All creatures great and small (science)	Let's Celebrate (RE)	Inside out (PSHCE)	What a wonderful world! (Geography)
Science	* Earth and space * Forces	* Evolution and inheritance	* All living things and their habitats * Animals inc Humans (Yr 5)	* Light * Electricity	* Properties and changes of materials	* Living things and their habitats * Animals inc Humans (Yr 6)
History	The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor	Local History	Democracy and the root of British values	A study of an aspect or theme in British history that extends chronological knowledge beyond 1066- e.g. history of multi-culturalism in Britain		Achievements of the earliest civilisations e.g. Ancient Egyptians
Geography	Human and physical geography of Northern European Region	Geographical skills and fieldwork	Human and physical geography of UK and the local area	Geographical skills and fieldwork	Human and physical geography of North America	Human and physical geography of a non- European region e.g. Africa
Design Technology (To be taught at some point in the year)	Levers and linkages or pneumatic systems - mechanical control Structures Motorised vehicle with control			Food Product 3D Textile item Electrical circuits and control (including computer control)		
Art (To be taught at some point in the year)	Drawing - Develop a personal style of sketching using lines to depict movement, perspective, shadows and reflection					
	Textiles - show precision in stitching techniques, combining previously taught skills to create a new piece. Collage - mix textures to create effect. Combine visual and tactile qualities, use ceramic mosaic techniques. Painting - watercolour and acrylic - combining colours, tones and tints to create mood			Sculpture - use frameworks and moulds to provide stability and form Modroc/plaster of paris. Combine with digital media to create animation (including sound, video) and/or still images or an art installation. Printing - create an accurate pattern with fine detail, building up layers of colour. Lino printing.		
Computing (To be taught at some point in the year)	Data and Data Representation - Understand how bit patterns represent numbers and images. -Understand how numbers, images, sounds and character sets use the same bit patterns. Communication and Networks -Know the names of Hardware and purpose of hardware. Understand how to construct static web pages using HTML. Understand how search engines rank search results. Programming and Development - Understand that programming bridges the gap between algorithmic solutions and computers. Use nested selection statements. One dimensional data structures.			Algorithms - Recognise that different algorithms exist for the same problem. Can identify similarities and differences and can use these to solve problems. Represent solutions using a structured notation. Debugging and Problem-solving. Information Technology -Recognise the audience when organising and creating digital content. Evaluate the appropriateness of digital devices. Hardware and Processing -Recognise and understand the function of the main internal parts of computer systems. Understand the concepts behind the fetch- execute cycle.		

Year 1/2

	Year A			Year B		
	Autumn	Spring	Summer	Autumn	Spring	Summer
Topic Title	Time Detectives (history)	Express yourself (Performing arts)	All creatures great and small (science)	Let's Celebrate (RE)	Inside out (PSHCE)	What a wonderful world! (Geography)
Science	* Everyday materials	* Plants (Yr1)	* All living things and their habitats * Animals inc humans (Yr1)	* Use of everyday materials	* Seasonal change	* Plants (Yr2) * Animals inc humans (Yr2)
History	Events beyond living memory	Selby in the past	Lives of significant individuals, Charles Darwin	Changes within living memory e.g. How celebrating Christmas has changed as wells celebrating other faiths	Local historical people/events Henry I	Lives of significant individuals e.g compare explorers such as Columbus and Captain Cook
Geography	Human and physical geography of European Region	Human and physical geography of UK and the local area	Geographical skills and fieldwork	Human and physical geography of UK and the local area	Geographical skills and fieldwork	Human and physical geography of World region
Design Technology (To be taught at some point in the year)	Shaping and cutting materials (including block wood etc) Levers and hinges (moving card) Wheels and axles			Food Textile item Construction materials and kits		
Art (To be taught at some point in the year)	Drawing lines of different thickness, adding texture with dots and lines. Use coloured pencils to create tone					
	Textiles - use weaving to create a pattern, join materials using glue or stitching, plaiting, dip dye. Collage - mix materials to create texture, cut torn and glued Painting - use thick and thin brushes exploring watercolour and poster paint. Mix primary to secondary colours, tones and tints			Sculpture - Natural resources to create a combination of shapes. Clay to roll cut mould and carve Printing - Use objects to print by rolling, rubbing and stamping to mimic patterns in the environment. Digital media - Use tools in a computer package to create different textures, lines, tones, colours and shapes.		
Computing (To be taught at some point in the year)	Data and Data Representation - Digital content can represented in many forms. Communication and Networks -Understand the importance of communicating safely and respectfully on line. Programming and Development - develop own programs by creating a simple program e.g beebots. Use arithmetic operators, if statements, and loops within programs.			Algorithms - Understand what an algorithm is and able to express simple linear (non-branching) algorithms symbolically. Understand that computers need precise instructions. Information Technology -Use software under the control of the teacher to create, store and edit digital content. Hardware and Processing - Understand that computers have no intelligence and that computers can do nothing unless a program is executed. Recognise that a range of digital devices can be considered a computer.		