	Term 1 - Topic 1	Terms 2 & 3 - Topic 2	Terms 4 & 5 – Topic 3	Term 6 – Topic 4
Reception	**Topics:** **Who Am I?** SKILLS INCLUDE: Science – *Physical senses (their bodies), the natural world (plants), contrasting environments, observe/predict/explore/understand/investigate and predict changes in the physical world.* History – *Past & present, similarities & differences, family, community, basic chronology of the past and key vocabulary, learning from objects, significant people, drawing on modern and traditional writing.*	**Why Do We Celebrate? Who Helps Us?** Geography – *Explore their environment (Home-Rochester-England-World) using stories, maps, photographs and globes. Grow awareness of the local community through traditions, celebrations and environment, make sense of the world around them.*	**What Is the Circle of Life?** Art/DT – *Use a range of tools and materials with independence, to express themselves through art and design projects. These will include: painting, drawing, printing, collage and the use of natural materials.* Music - *explore non-tuned instruments, use specific vocabulary and terms, learn and sing classic nursery rhymes and songs, show self-expression through movement to music.*	**What could you discover at the Seaside?**
Year 1	**What Do You Think About Where We Live?** Science – *Humans (the Body)* Geography – *The United Kingdom (Countries & Capitals)* Art/DT – *Art in Nature (Andy Goldsworthy)* Computing – *Technology Around Us* Music - *Exploring untuned instruments alongside pitch and tempo*	**What Was Life Like in Victorian Times?** Science – *Everyday Materials* History – *Toys & Games in Victorian Britain/Charles Dickens* Art/DT – *Printing (William Morris)/Designing & Making Peg Dolls* Computing – *Creating Media & Digital Painting/Digital Writing* Music - *The Nativity: Singing/Performance for an Audience*	**How Do Different Environments Compare to the UK?** Science – *Animals* Geography – *Locating Countries & Continents/Compass Directions* Art/DT – *African patterns, designing a boat that floats on water* Computing – *Grouping Data & Programming: Moving A Robot* Music - *exploring music from other cultures (Africa)*	**How Has Space Travel Developed Over Time?** Science – *Plants* History – *The Space Race* Art/DT – *Painting/Pastels (Van Gogh 'Starry Night')* Computing – *Programming: Animations* Music - *creating, producing and performing music*
Year 2	**Do All Heroes Wear Capes?** Science – *Animals Including Humans* History – *Lives of Significant Individuals in the Past* Geography – *Locate places using maps & globes (Crimea)* Art/DT – *Drawing techniques/portraits.* Computing – *Information Technology Around Us* Music - *Theme tunes & Soundscapes - Listening and Understanding Layers of Sound*	**What Makes a city?** Science – *Uses of Everyday Materials* History – *Significant Historical Events and places in their local area* Art/DT – *Baking Bread/Firework Art & Silhouettes* Computing – *Digital Photography/Robot Algorithms* Music - *Explore, Create, Select and Combine Sounds to Make Music*	**What is the Best Way to Travel?** Science – *Living Things & Their Habitats* History – *Flight* Geography – *Countries, Continents & Oceans around the World* Art/DT – *Cakes/Making Gift Boxes/Designing Aeroplanes/Illustrations Based on Quentin Blake* Computing – *Pictograms/Making Music*	**Who Lives in a Place Like This?** Science – *Plants* History – *Castles* Geography – *Finding local places on a map of Kent* Art/DT – *Creating Pieces Based on 'Castle and Sun' by Paul Klee and castle construction.* Computing – *Programming Quizzes* Music - *Composition Based on Medieval Music*
Year 3	**Are We Civilised?** Science – *Light* History – *Ancient Civilisations (Summerian and Chinese Dynasties)* Art/DT – *Chinese calligraphy, painting & clay modelling* Computing – *Creating Media: Stop Frame Animation.f* Music - *Recorders/staff and musical notation*	**How Do River Systems Shape Our Environment?** Science – *Forces & Magnets* Geography – *River Systems* Art/DT – *Mechanical Systems (Water Cycle)/Building Bridges* Computing – *Programming: Sequencing Sounds/Systems & Networks: Connecting Computers* Music - *Recorders/staff and musical notation*	**How Did Human Life Develop from The Stone Age to The Iron Age?** Science – *Rocks & Soils* History – *Stone Age to Iron Age* Art/DT – *Cave Paintings (Drawing Materials & Techniques)* Computing – *Creating Media: Desktop Publishing* Music - *Recorders/Understanding rhythm & Tempo*	**How Do We Make Our School Environment Bee Friendly?** Science – *Animals (Including Humans)/Plants* Art/DT – *Design & Build: Sustainable Home for Bees (within the school)* Computing – *Programming: Events & Actions in Programs* Music - *Recorders/Understanding rhythm & Tempo*
Year 4	**What Did the Romans Leave Us in Britain?** Science – *Electricity* History – *Life in Roman Britain* Art/DT – *Roman Photo Frames/Mosaics/Wreaths* Computing – *Computer Systems & Editing/Internet* Music - *Recorders/staff and musical notation*	**What is Our World Made Up of?** Science – *States of Matter/Living Things & their Habitats* Geography – *The Americas/Iceland: Key Physical & Human Features* Art/DT – *Hokusai Watercolour techniques* Computing – *Data & Information/Data Logging & Programming: Repetition in Shapes* Music - *Recorders/staff and musical notation*	**How Do We Show Our Understanding of the Passion Story?** History (RE) – *Understand the Origins of the Passion Play and its place within the Catholic Faith* Art/DT – *Design & Make Scenery/Props for Performance* Computing – *Creating Media/Audio Editing* Music - *Recorders/staff and musical notation & Passion Play Composition & Performance*	**How Did the Egyptians Advance in Technology?** Science – *Sound/Animals (Including Humans)* History – *Ancient Egypt* Art/DT – *Clay Sculpture/Hieroglyphs in Design/Sketchbooks & building a Shaduf* Computing – *Creating Media/Photo Editing* Music - *Introduction to Ukuleles/Singing*
Year 5	**What is Beyond Our World?** Science – *Earth & Space* History – *Famous figures and missions in space.* Geography – *Moon phases, tide cycles, seasons.* Art/DT – *Jackson Pollock and painting* Computing – *Systems, Networks & Searches. Creating media* Music - *Ukuleles*	**How Did We Become a Kingdom United?** Science – *Animals including Humans and Living Things and their Habitats.* History – *Anglo-Saxons & Vikings* Geography – *Locations of Anglo-Saxon origins (names)* Art/DT – *Creating replica saxon brooches (mixed media)* Computing – *Programming & Flat File Databases* Music - *Ukuleles*	**Can A Polar Bear Eat a Penguin?** Science – *Properties of Materials and Changes to Materials* History – *Famous explorers and expeditions..* Geography – *Polar Regions* Art/DT – *Exploring tone using chalks* Computing – *Creating media (Video Production)* Music - *Ukuleles*	**Where in the World Are We?** Science – *Forces* Geography – *Locations Around the World (Features)* History – *Local places of interest and past use..* Art/DT – *Painting & Sketching skills* Computing – *Programming (selection in quizzes)* Music - *Ukuleles*
Year 6	**Where Did the Dinosaurs Roam?** Science – *Evolution & Inheritance* Art/DT – *Still-life drawing & Sketch books* Computing – *Computer Systems & Networks* Music - *Ukuleles*	**Can War Be Justified?** Science – *Light & Electricity* History – *WWI & WWII - Conflict in Britain* Art/DT – *Still-life drawing & Mini Enterprise Project* Computing – *Creating Media/Programming variables*	**How Do Rainforests Affect the World?** Science – *Living Things & their Habitats* Geography – *Region of the Americas/ Amazon Rainforest* Art/DT – *Botanical watercolours & animal paintings* Computing – *Creating Media/3D Modelling*	**Who Am I?** Science – *Animals including humans.* Art/DT – *Prop design and build for production* Computing – *Data & Information Spreadsheets* Music - *Year 6 Performance/Ukuleles*

		Music - *Singing - Perform solo and ensemble/Ukuleles*	**Music -** *Ukuleles/staff & musical notation*	