

SUBJECT	AUTUMN		SPRING		SUMMER	
	1	2	1	2	1	2
SCIENCE	Materials <ul style="list-style-type: none"> • Uses of everyday materials • Changes to materials • States of matter • Fossils 	Light/Sun, Earth, Moon <ul style="list-style-type: none"> • The Sun, Earth and Moon • Periodic Changes • Everyday effects of Light • Seeing 	Animals - Humans/ Plants/ Evolution/ Scientist Study <ul style="list-style-type: none"> • Life processes • Humans and Other Animals • Green Plants • Variation and classification Living Things in their Environment 		Physical Processes <ul style="list-style-type: none"> • Electricity • Forces and Motion • Vibration and Sound SCIENCE WEEK	
Computing	Algorithms Designs a solution to a problem that depends on solutions to smaller instances of the same problem (recursion)	Programing and Development Uses nested selection statements. Appreciates the need for and writes custom functions. Uses correctly procedures and functions.	Data and Data Representation Understands how numbers, images, sounds and character sets use the same bit patterns. Performs simple operations using bit patterns e.g. binary addition. Understands the relationship between resolution and colour depth, including the effect on file size. Distinguishes between data used in a simple program (a variable) and the storage structure for that data.	Hardware and Processing Understands the von Neumann architecture in relation to the fetch-execute cycle, including how data is stored in memory. Understands the basic function and operation of location addressable memory.	Communication and Networks Knows the names of hardware e.g. hubs, routers, switches, and the names of protocols e.g. SMTP, iMAP, POP, FTP, TCP/IP, associated with networking computer systems. Uses technologies and online services securely, and knows how to identify and report inappropriate conduct.	Information Technology Undertakes creative projects that collect, analyse, and evaluate data to meet the needs of a known user group. Effectively designs and creates digital artefacts for a wider or remote audience. Considers the properties of media when importing them into digital artefacts. Documents user feedback, the improvements identified and the refinements made to the solution. Explains and justifies how the use of technology impacts on society, from the perspective of social, economic, political, legal, ethical and moral issues.
GEOGRAPHY HISTORY	History Focus Britain Since the 1930s <ul style="list-style-type: none"> • Lives of people in Britain since 1930 • Focus on Second World War → 40s and 50s • The geography of Normandy 	Living in the 60s <ul style="list-style-type: none"> • Tourism – package holidays • Music – Beatles etc • Fashion – Mary Quant • Art – Pop and Op Art • Redevelopment of Blackburn town centre • Famous people 	SCIENCE FOCUS		History Focus Ancient Greece <ul style="list-style-type: none"> • Way of life, beliefs • Achievements • Legacy of Greek civilisation Geography Link <ul style="list-style-type: none"> • The geography of Greece 	
ART and DESIGN	Drawing Identify how artists use line, shape, tone for a specific purpose <i>Henry Moore</i>	Art in the 1960s Pop Art and Op Art Designers in the 1960s – hair, clothes, furniture, architecture etc	Collage Extend observation and drawing through collage Use of textures Frottage – <i>Max Ernst</i>	Colour Matching Look at an artists colour palette Match a range of colours	3D/Sculpture + Greek Art Add papier mache or mod roc to complete or embellish work Look at the work of other artists Greek pottery design Greek pattern	
DESIGN TECHNOLOGY		DT PROJECT 1 Packaging Chocolate Boxes		DT PROJECT 2 Soft Toys - Textiles		ACTIVITIES
RE	Justice (inc Fair Trade) (Christianity & Islam)	Christmas-Advent	How does a Christian follow Jesus?(Ending with Easter) (Christianity)		What does it mean to be a Hindu? (Hinduism)	Transition Unit: Religious stories (Islam, Christianity, Jainism, Hinduism, Judaism, Sikhism & Buddhism)
MUSIC	Rhythm and Notation <ul style="list-style-type: none"> • Notating and reading rhythm • Notating and reading notes on a stave • Aurally dictating rhythm • Creating and notating ostinati to play in a percussion ensemble • Creating and notating melodies to play on tuned percussion 		Samba <ul style="list-style-type: none"> • Layering samba rhythms to create an ensemble piece • Texture - Creating and notating rhythms to play on samba drums • Changing from one rhythm/section to another • Structure ABA • Creating their own piece of samba music in small groups • Conducting a small samba ensemble 		Voice <ul style="list-style-type: none"> • Analysing song lyrics to choose appropriate songs for the leavers assembly • Rewriting lyrics to an existing song • Structure of songs • Healthy singing technique – warm ups/breathing etc. 	
PE	Invasion Games Tag Rugby/Football Swimming	Sportshall Athletics/Fitness Swimming	Gymnastics Balance Swimming	Dance 'Salsa' Swimming	Invasion Games Hockey Swimming	O & A New Scheme Athletic Activities Swimming