



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p><i>Autumn 1: What skills and qualities do you need to be an effective learner?</i></p> <p>Junk modelling</p> <p><i>Autumn 2: What does evidence from the past tell us about the history of our planet?</i></p> <p>Dinosaurs</p> <p>Food Technology: Christmas treat</p> <p>Textiles: Sockasaurus</p> <p>NC KS1: prepare a dish</p>	<p><i>How do we remember those who came before us?</i></p> <p>Great Fire of London</p> <p>Mechanical Project: London fire Vehicle</p> <p>Structures: Tudor Houses</p> <p>NC KS1: Mechanisms Wheels and Axels</p> <p>NC KS1: Structures</p>	<p><i>Is nature important?</i></p> <p>Enchanted Garden</p> <p>Structures: Design a minibeast home</p> <p>Food technology: Create fruit jelly</p> <p>NC KS1: work in a range of relevant contexts (School grounds)</p> <p>NC KS1: cutting, shaping, joining and finishing.</p>			
Year 2	<p><i>How do people change?</i></p> <p>George's Marvellous Medicine</p> <p>Structures: building bridges, using 3D shapes</p> <p>Food: Vegetable soup- minestrone</p> <p>NC KS1: healthy and varied diet, where food comes from</p> <p>NC KS1: Mechanisms Wheels and Axels</p>	<p><i>How do humans change the world?</i></p> <p>Local History- Flight</p> <p>Textiles: Creating a safety Jacket for a pilot</p> <p>Structures: Design and test the flight of paper aeroplanes</p> <p>NC KS1: Select from a range of materials and components</p> <p>NC KS1: Measure, mark out, cut and shape</p>	<p><i>How are the changes in our world affecting animals and what can we do to protect them?</i></p> <p>Primates</p> <p>Structures and joints woodwork: Design an enclosure for Macaque monkeys – different enclosures for animals and P4C link is it morally right?</p> <p>NC KS1 build structures and evaluate their strength</p>			
Year 3	<p><i>What innovations did early human learn to survive?</i></p> <p>Stonehenge and the Bronze Age</p> <p>Food: Dye with berries/ Jelly casting with tin foil moulds</p> <p>Structure: Clay Houses</p> <p>Textiles: Weaving a Stone Age landscape</p>	<p><i>How did life change for the Celts and how have Roman innovations influenced our country today?</i></p> <p>Mechanisms: Roman catapult</p>	<p><i>Are human beings in danger of innovating themselves into extinction?</i></p> <p>Structures: food packaging</p> <p>NC KS2: investigate and analyse a range of existing products</p>			
Year 4	<p><i>Were the English really ever English?</i></p> <p>Celts to Vikings</p> <p>Mechanical Systems: Moving History book</p>	<p><i>How can we prepare for the worst?</i></p> <p>Electrical systems: create a torch</p> <p>Textiles: Create a first aid/equipment</p>	<p><i>Is anywhere in the world that is remote?</i></p> <p>Structures/materials: Log tree houses</p>			

GEOGRAPHY LONG TERM TOPIC OVERVIEW



	<p>Textiles: Viking brooch design with clay</p> <p>NC KS2: understand and use mechanical</p>		<p>bag</p> <p>NC KS2: Understand and use electrical systems in their products</p>	<p>Food: Bean porridge- old-fashioned baked beans</p> <p>Pastrami- how to preserve food</p>
Year 5	<p><i>Do we ever have the right to own things?</i></p> <p>Mechanisms: Ancient Egypt Pulleys</p> <p>Food: Christmas Ginger Biscuits</p>	<p><i>Who owns Space?</i></p> <p>20th Century Space Exploration</p> <p>Mechanisms: Make a motorised Space Buggy</p> <p>NC KS2: select from and use a wider range of tools and equipment to perform practical tasks</p>	<p><i>Who owns the Oceans?</i></p> <p>Gears, linkages and levers: Ocean automata moving book</p>	<p><i>Who owns the memories of the dead?</i></p> <p>Textiles: Create a coin purse for RIII King Richard III (Local History) velvet material and embroidery</p> <p>Food: Tudor food pottage/ Tudor farm recipes: Hedgerow foraging for Hawthorne, wild garlic, strawberries</p> <p>Grow pea shoots, cress</p> <p>NC KS2: select from and use a wider range of materials and components according to their functional properties and aesthetic qualities</p>
Year 6	<p><i>Can Business be a force for good?</i></p> <p>Mayans</p> <p>DT Dragon's Den Projects</p> <p>Food Technology: Prepare a Mexican dish- corn tortillas</p> <p>NC KS2: Prepare and cook a variety of savoury dishes</p> <p>NC KS2: evaluate ideas and products against their own design criteria and consider the views of others to improve their work</p>		<p><i>Did WW2 impact all children equally?</i></p> <p>World War II</p> <p>Mechanisms and computing: Build an Air Raid Shelter using a crumble controller-flowchart programming</p> <p>NC KS2: generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>NC KS2: apply understanding of computing to program, monitor and control their products</p>	<p><i>How do rights and responsibilities shape a society?</i></p> <p>Ancient Greece</p> <p>Structures and mechanisms: Trojan horses</p> <p>NC KS2: Understand how to strengthen, stiffen and reinforce 3-D frameworks</p>