YEAR 1 – MY WORLD

GEOGRAPHY	SCHOOL AND LOCAL AREA	WEATHER	COUNTRIES AND CAPITAL CITIES OF U.K.			
HISTORY	HISTORY OF OUR SCHOOL	THE SEASIDE				
SCIENCE	SEASONAL CHANGES (ONGOING)	EVERYDAY MATERIALS	HUMAN BODY PARTS AND SENSES	COMPARING ANIMALS	RECOGNISING PLANTS	
ART	LINES AND MARKS	HENRI ROUSSEAU	CITYSCAPES			
DESIGN TECHNOLOGY	BUILDINGS	SANDWICHES	SEASIDE PUPPETS			
MUSIC	INTRODUCING BEAT	ADDING PITCH AND RHYTHM	INTRODUCING TEMPO AND DYNAMICS	COMBINING PULSE, RHYTHM AND PITCH	HAVING FUN WITH IMPROVISATION	EXPLORE SOUND AND CREATE A STORY
COMPUTING	TECHNOLOGY AROUND US	DIGITAL PAINTING	MOVING A ROBOT	GROUPING DATA	DIGITAL WRITING	PROGRAMMING ANIMATIONS
RE	OUR SCHOOL FAMILY	THE CHOICES WE MAKE	LITTER	HUMAN BODY AND SENSES	WHAT IS CHARITY?	CHANGES IN LIVING MEMORY

YEAR 2 – AFRICAN ADVENTURE COMPARING **HOT AND COLD CONTINENTS AND GEOGRAPHY AFRICA WITH THE OCEANS PLACES** U.K. **DISCOVERY OF** SIGNIFICANT GUNPOWDER HISTORY TUTANKHAMUN'S **INDIVIDUALS** PLOT **TOMB GROWING** USE OF **SCIENCE HUMAN GROWTH** PLANTS **EVERYDAY ENVIRONMENTS** (ONGOING) **MATERIALS** TINGAGTINGA ART AFRICAN ART AFRICAN POTS **PICTURES** DIPS AND MOVING **DESIGN TECHNOLOGY** SAFARI JEEPS **PICTURES SMOOTHIES FOCUS ON EXPLORING MUSIC THAT EXPLORING** INVENTING A **EXPLORING** MUSIC SIMPLE DYNAMICS AND FEELING MAKES YOU **MUSICAL STORY IMPROVISATION THROUGH MUSIC PATTERNS TEMPO** DANCE DIGITAL ROBOT **PROGRAMMING COMPUTING** I.T. AROUND US **PICTOGRAMS MAKING MUSIC PHOTOGRAPHY ALGORITHMS** QUIZZES PEOPLE WHO **PERSONAL** LOCAL WHAT CAN WE MADE OUR RE HEALTH & MISSIO RACISM **COMMUNITY** RECYCLE? WORLD **HYGIENE RULES** WONDERFUL

YEAR 3 – WHAT MADE BRITAIN GREAT **COUNTIES AND RIVERS AND THE GEOGRAPHY** CITIES OF THE **COMPASS POINTS** WATER CYCLE U.K. STONE AGE TO THE ROMAN **ANGLO-SAXONS** HISTORY **EMPIRE** AND SCOTS IRON AGE LIGHT, **SKELETONS AND ROCKS AND** PLANTS - PARTS NON-CONTACT **REFLECTION AND** SCIENCE NUTRITION **FOSSILS FORCES** MUSCLES AND LIFECYCLES **SHADOWS VIVIENNE ROMAN** ART **CELTIC CROSSES** WESTWOOD ARCHITECTURE BLANKETS / **DESIGN TECHNOLOGY** TRAM BRIDGE SOUP **PILLOWS SHARING** DEVELOPING COMPOSING LEARNING MORE RECOGNISING **ENJOYING MUSIC NOTATIONAL USING YOUR** MUSICAL **DIFFERENT** ABOUT MUSICAL **IMPROVISATION** SOUNDS SKILLS **IMAGINATION EXPERIENCES** STYLES **EVENTS AND** CONNECTING STOP-FRAME SEQUENCING **BRACHING** DESKTOP **COMPUTING ACTIONS IN COMPUTERS ANIMATION** SOUNDS **DATABASES PUBLISHING PROGRAMMES** HOW PEOPLE WHO **IMMIGRATION** WHERE DID MAKE OUR RE HAS ADDED TO **RULES COME** WATER FARM TO FORK RECYCLING WOROLD FROM? **OUR PRESTON** WONDERFUL COMMUNITY

YEAR 4 – EUROPEAN EXPEDITION							
GEOGRAPHY	COUNTRIES OF EUROPE	ITALY	VOLCANOES AND EARTHQUAKES				
HISTORY	VIKINGS AND ANGLO-SAXONS	ANCIENT GREEK LIFE AND ACHIEVEMENTS					
SCIENCE	DIGESTIVE SYSTEM AND FOOD CHAINS	GROUPING AND CLASSIFICATION	SOLIDS, LIQUIDS AND GASES	SOUND	ELECTRICITY		
ART	MICHELANGELO	VOLCANOES	GREEK MOSAICS				
DESIGN TECHNOLOGY	PIZZA / PASTA	STORYBOOKS	TORCHES				
MUSIC	INTERESTING TIME SIGNATURES	COMBINING ELEMENTS TO MAKE MUSIC	DEVELOPING PULSE AND GROOVE THROUGH IMPROVISATION	CREATING SIMPLE MELODIES TOGETHER	CONNECTING NOTES AND FEELINGS	PURPOSE, IDENTITY AND EXPRESSION IN MUSIC	
COMPUTING	THE INTERNET	AUDIO PRODUCTION	REPTITON IN SHAPES	DATALOGGING	PHOTO EDITING	REPETITION IN GAMES	
RE	SERVING ONE ANOTHER	DEMOCRATIC PROCESS	GLOBAL RESPONSIBILITY FOR OUR EARTH	CULTURAL SIMILARITES AND DIFFERENCES	HELPING WITH BIG ISSUES - UK	CAMPAIGNING FOR CHANGE	

YEAR 5 – AMERICAN ROAD TRIP TRADE AND THE AMERICAS **MOUNTAINS GEOGRAPHY DISTRIBUTION** LEISURE AND MAYAN **ENTERTAINMENT** HISTORY IN THE 20TH CIVILISATION **CENTURY** HUMAN **REVERSIBLE AND TESTING EFFECTS ON** EARTH, SUN AND **SCIENCE GROWTH AND** LIFE CYCLES **IRREVERSIBLE MATERIALS** MOON MOVEMENT **CHANGES** CHANGE LAYERING AND ART ANDY WARHOL **MANIPULATION TEMPLES AND** MAYAN HAIR **DESIGN TECHNOLOGY** TORTILLAS **PALACES** SASH **IDENTIFYING** WORDS, GETTING EXPOLRING KEY **IMPORTANT EMOTIONS AND** INTRODUCING MUSIC STARTED WITH **MEANING AND** AND TIME MUSICAL MUSICAL STYLES **CHORDS SIGNATURES** MUSIC TECH **EXPRESSION ELEMENTS SELECTION IN SHARING VIDEO** FLAT FILE **VECTOR SELECTION IN** PHYSICAL **COMPUTING INFORMATION PRODUCTION DATABASES DRAWING** QUIZZES **COMPUTING** WHY DO RULES **OUR CHANGING SAVE THE RAINFOREST** RE **GLOBAL FAMILY** CHARITY

CULTURE

BODIES

RAINFOREST

CHANGE

YEAR 6 – POWER AND PRIVILEGE

GEOGRAPHY	TIME ZONES	CLIMATES AND BIOMES				
HISTORY	ANCIENT EYGPT	THE COTTON MILLS	THE ATLANTIC SLAVE TRADE			
SCIENCE	CIRCULATORY SYSTEM	CIRCUITS	CLASSIFICATION	HOW LIGHT TRAVELS	EVOLUTION AND INHERITANCE	
ART	THE ISLAND	EGYPTIAN TABLETS	BATIK			
DESIGN TECHNOLOGY	FAIRTRADE BAKING	CAMS AND PULLEYS	MONITOR AND CONTROL			
MUSIC	DEVELOPING MELODIC PHRASES	UNDERSTANDING STRUCTURE AND FORM	GAINING CONFIDENCE TRHOUGH PERFORMANCE	EXPLORING NOTATION FURTHER	USING CHORDS AND STRUCTURE	RESPECTING EACH OTHER THROUGH COMPOSITION
COMPUTING	INTERNET COMMUNICATION	WEBPAGE CREATION	VARIABLES IN GAMES	INTRODUCTION TO SPREADSHEETS	3D MODELLING	SENSING
RE	RESPONSIBILITIES TO THE GLOBAL FAMILY	BEING A GOOD PERSON	ACCEPTING OTHERS	KEEPING YOURSELF HEALTHY AS YOU GROW UP	HELPING OUR LOCAL COMMUNITY	MODERN SLAVERY