

A U T U M N	<p>Science Electricity</p> <ul style="list-style-type: none"> *Circuit symbols diagram *Construction and simple recording of basic simple and parallel circuits *Observation and explanation of changing component at a time (series circuits) *Investigate effects of changes in number of voltage of cells. *Application and understanding of these circuits in everyday situations. 	<p>Technology DT- TEXTILES</p> <ul style="list-style-type: none"> *Research purposes and styles of stitch. Sketch patch design and develop. *Plan design process, set instructions, understand pattern layout * Decorate textiles appropriately before joining components. *Pin and tack fabric pieces together. * 	<p>COMPUTING Using technology effectively - E-Safety (Cyber Pass – LGfL)</p> <ul style="list-style-type: none"> *Quality control * Limits on access * Need for moderation * Awareness of audience and sharing information * E-safety circle times, written activities as well as online games and quizzes to assess their knowledge of up to date technologies and social media. * App reliability, <p>Cross-curricular – word processing (speed typing) and research.</p>	<p>R.E. – The Way, The Truth and The Life</p> <p>The Kingdom of God</p> <p>Reflect on the Kingdom of God The importance of responding to God's invitation.</p>	<p>History World War II</p> <p>Learning about key leaders, events, evacuation WW2 experience day. WW2 specific area project created and verbal presentations. Links throughout in English teaching.</p>	<p>Local knowledge linked to the war e.g. www.bombsite.org</p>	<p>Art</p> <p>Boys in the Striped pyjamas sketching, shading and watercolour Making gas masks WW2 topic.</p> <p>Christmas card stain-glass window design and tree decoration using lollipop sticks</p>	<p>Music</p> <p>Samba</p>	<p>P.E.</p> <p><u>Gym:</u> Apparatus</p> <p><u>Games:</u> Indoor Athletics Invasion Games Mr McGrath</p>
	<p>Light</p> <ul style="list-style-type: none"> *Shadows and how they are cast (opaque, translucent, transparent). Shadow puppets. *Light travels in straight lines. Light sources *How pathway of light is re-directed or distorted. (Laser experiment) *How we see / the eye 		<p>*Explore the world of blogs and blogging</p> <p>*Create own written and video blog</p> <p>*Explore risks involved as well as comparing technologies and platforms to present these</p> <p>*J2webby or J2Bloggy</p> <p>Cross-curricular – word processing and research</p>	<p>Justice</p> <p>To know what Justice means. That we are called to work for Justice. Knowing about injustice. Oscar Romero Martin Luther King Advent-preparing to celebrate the birth of Jesus.</p>	<p>Local history study knowledge beyond 1066- London's War (The Blitz and the Battle of Britain).</p> <ul style="list-style-type: none"> *1939- What led to the outbreak of World War 2? *The impact of war on London and the local area- Operation Pied Piper. *1940- 41 The effect of the Blitz on the lives of Londoners. (Shelters) *World War 2 interview- extended writing *The 'Home Front' and the Women's War- changing lifestyles in London *The end of the war and its aftermath for London. 				

S P R I N G	<p><u>Animals including humans</u> *Parts of the circulatory system – oxygenated/deoxygenated blood) *Revise main body parts and internal organs. *Heart and blood vessels (practical activities) *Transportation of nutrients and water. *Drugs and lifestyles. *Impact of diet and exercise.</p>	<p><u>D/T- Food technology (Wrotham)</u> *Prepare foods consider properties and nutritional value. *Select and prepare foods for a particular purpose. *Weigh and measure, cut/ shape/ grate ingredients. *Work safely and hygienically. *Awareness of healthy and balanced diet/ evaluation. *Combining ingredients (kneading) bread</p> <p><u>Gadgets – Stormbreaker</u> *Children design an original gadget, annotate, decide on materials and sequence *Modrock their design *Decorate design *Evaluate *Create display label for it</p>	<p><u>How Computers work</u> - <u>Networks</u> *Examining the term network * Network restrictions * Internet vs WWW * http:// vs www * Other real world networks. Understanding and using http coding. *Web tech tutor (LGfL)</p>	<p><u>Jesus, The Bread of Life</u> Passover Last Supper Sacrifice Parts of the Mass Blessed Sacrament</p>		<p><u>Geography</u> <u>Field Work and Place knowledge</u> *Using an OS map- keys and scale, contours *Use 4 and 6 grid references *Wrotham area walk and study in workshop (children to take photos) *Orienteering – using 8 point compass. *Extended writing- contrasting localities.</p>	<p><u>The Landlady images</u> *Choose quote from the story *Own interpretations of quote *Plan media to use *Landlady BandB designs using 3D pop up affect</p>	<p><u>Music</u></p>	<p><u>Dance:</u> Creative Dance (topic links), circuit training</p> <p><u>Games:</u> Basketball, Rugby</p>
	<p><u>Evolution and Inheritance</u> *Fossils and changes over time. *Offspring, identical / non, cross breads *Adaptation of animals over time (own research) *How adaptation leads to evolution *Palaeontologists – Mary Anning, Charles Darwin, Alfred Wallace.</p>		<p><u>How Computers work- Opportunities for communication</u> *Online forms of communication *Reliability and authority *Social vs professional *The legacy of information technology * Communicating about a text online * Reflection on communication. <u>App creation</u> *Researching a range of apps and their purposing *Designing an original app *Creating this and debugging with app creator or dapp *Understd and use QR code scanning</p>	<p><u>Jesus, Son of God</u> Miracles Palm Sunday Maundy Thursday Passion, death & resurrection</p> <p><u>Judaism</u> *Traditions and celebrates *Jon Leigh visitor</p>	<p><u>Viking and Anglo-Saxon struggle for the Kingdom of England up to 871.</u> *793- First Viking invasion, 866-77 *Invasion of Viking Army *Map work linked to *Viking raids and invasion. (build upon yr 5 study of origin of the Vikings)(Yr 6 starting with their departure from Denmark and Germany) *Chronology of Viking raids and invasion. *The resistance of Alfred the Great Study of Athelstan. *Further Viking invasions. *871- King Alfred defeats the Vikings but allows them to settle in Eastern England.</p>		<p><u>Viking Calligraphy / use of fine inks.</u> *Layered Viking image using longship *Use marbling inks for background *Multimedia paper to collage *Oil pastel and watercolour landscapes *Design boat and head of ship and sail *Assembling *Evaluatiing</p>	<p><u>Garage Band</u></p>	
S U M M	<p><u>Living things and their habitats.</u> *Introduce main groupings of living things. *Sub-division of these animal groups into</p>	<p><u>Fairground Rides</u> *Investigate product ideas, sketch and model ideas. Use found</p>	<p><u>Programming, Coding and Control -On screen output</u> *Language of programming</p>	<p><u>The Work of the Apostles</u> We are called to be a disciple Holy spirit Early Christians</p>	<p><u>Continuation of last unit from 886 up to 1066.</u> *886- The North subjected to the</p>		<p><u>See DT (Making Fairground models)</u></p>	<p><u>Music</u> Production</p>	<p><u>Dance:</u> Liturgical Dance Production Dances <u>Games:</u> Rounders, Cricket</p>

<p>E R</p>	<p>vertebrates and invertebrates, then group within these. *Subdivisions in plants and micro-organisms. Carl Linneaus *Using keys – decision keys – using and making *Unfamiliar animals and plants linked to the rainforest.</p>	<p>information to inform decisions. *Develop one idea in depth in the next one refine using modelling and drawing. Plan stages of construction with annotation (plans and elevations) *Cut accurately/ safely, use craft knife, cutting mat, safety ruler, all construction objectives covered in build. Refer to progression of skills list. Lancs. *Evaluate construction process and choice of materials.</p>	<p>*Game interface- what must be programmed? *Write simple programs * Debug *Develop more complex programs- involving multi-level play *scoring and timing, sequences and variables. *Debug and evaluate Using technology effectively – Scratch game creator *Setting and responding to instructions. *Debugging and adding levels within a game * Programming to respond to commands *Vocabulary of App design . Formatting and revising design.</p>	<p>Persecution of the Apostles</p>	<p>Danelaw ,the rules of the Vikings *926- Eastern England conquered by Saxons, introduction to laws and Justice *Continue to explore changes in law and justice. *1016- King Canute of Denmark captures the English Crown *1042- Edward the Confessor becomes King *Up to 1066- Edward's rule until his death in 1066. Norman's</p>				<p>and Sports Day practice.</p>
	<p><u>Cross curricular science project.</u></p>		<p><u>Programming, Coding and Control -Model output</u> *Vocabulary/ task introduction * Model building *Using logical reasoning *Understanding algorithms *Input and output selection- speed and frequency * Recording of outcome of programming.</p>	<p><u>Called to Serve</u> How we should live more like Jesus We all have talents and gifts WE are asked to use them in Service Holy Spirit/Confirmation Sacrament of Marriage/Holy Orders</p> <p><u>Hinduism</u></p>		<p><u>Place Knowledge and Human and Physical Geography</u> *World Maps- lines of latitude and longitude (hemispheres) *Polar regions- weathers and climate change. Extended writing *Time Zones *North America South America as a continent- identifying different countries Bioms and vegetation belts *Amazonian Tribes</p>	<p><u>Drawings of rainforest animals</u> *Children practise sketching some animal designs * Children pick for best and sketch *Use glue mixed with black paint to go over lines and then add either watercolours, oil or chalk in between gaps</p>		

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