	Topic Title	Memorable experience	English	Science	History	Geography	Computing	Art and Design	DT	PE	RE	PSHE	MFL	Music
Autum 1	A Child's War	Evacuee experience/ IWM trip	Wartime narrative Letter writing Blitz poems	Research Materials and understand their properties Understand changes between different states of materials.	Learn about WW2 covering evacuation to give a child's point of view.		We are cryptogra-phers To understand the importance for encrypted information by cracking codes.		Research popular wartime foods Construct miniature Anderson shelters.	Hockey Dance Lindy Hop	Celebrations, Symbolic ways of expressing meaning Exploring the Christmas story	Me and My Relationships Includes feelings/ emotions/ conflict resolution/ friendships	Food Shops	WW2 Music Glen Miller — big band/ Andrews sisters — three part harmony/ Louis Primer — swing music/ jazz instruments
Autump 2	Time Traveller	Visit to old peoples home Interviews with elderly people	Flashback narrative Discussion text Free verse	Animals including Humans Covering the way they grow, develop and age.		Local area geography Discuss changes to Bishops Stortford, human and physical features, identify surrounding counties and locate cities in the UK.	We are architects To create and develop a virtual space using simple CAD software.	Use photographic self-portrait with software. Self portrait Study Salvador Dali		Games Rapid Fire Cricket		Valuing Difference Includes British Values focus		Christmas Songs for carol services Performance skills
Spring 1	Star- gazers	Planetarium to come in Evening star gazing	Pandora description Newspaper report Figurative language	Earth and Space	1960s Space race		We are Artists To explore fusing geometry and art using software.	Marbling water colour paintings Clay Aliens (Sculpture)		Gymnastics Outdoor Adventure Activities	Belonging to a community, religious	Keeping Myself Safe safe internet use, drugs and relationships education	Going Shopping	Livin' on a Prayer Genre: rock Listen and appraise/ compare with other rock songs
Spring 2	Alchemy Island		Sci-fi narrative Non- Chronologic al report Shape poem	Forces		Rain Forests Physical Features Mapping skills	We are game developers To design, program and debug an interactive game using sequence, selection, repetition and variables.		Buggy (Mechanisms)	Games	leadership Communicating beyond prayer Different ideas about God and gods, creation	Rights and Responsibilities money/living in the wider world/ environment	Laying the table	Classroom Jazz Improvisation skills on tuned instruments Simple rhythmic and melodic patterns
Summer 1	Namu tumba	Visit from 6 th formers who are going	Description Narrative Explanations	Living Things and their habitats		Contrasting locations – Uganda and UK Map skills	We are web developers. To create and develop a website safely.	Botanical flowers (Watercolour painting)	Ugandan food	Kwik Cricket Athletics	Sacred texts and stories, their guidance and impact	Being My Best Includes keeping healthy/ growth mindset/goal setting/ achievement	Drinks	Instrumental Concert Extending performance skills
Summer 2	Pharaohs	Trip to British Museum	Diary Instructions		Achievements of the earliest civilisations	Location Knowledge Locate Egypt and surrounding countries, seas and river Nile. Learn about climate.	We are bloggers To create and share a video with text using a range of different software	Hieroglyphics	Design and make shadufs Make Canopic jars from clay.	Athletics Rounders	Taking responsibility Reflecting on ethics, what is right and wrong, just and fair	Growing and Changing Includes RSE- related issues	Going to a café	Yr 5&6 Show Songs Performance skills — Extending diction for effective communication with audience/ accuracy of pitch and intervals/two part harmony