

| | WK1 | WK2 | WK3 | WK4 | WK5 | WK6 | WK7 | WK8 | WK9 | WK10 | WK11 | WK12 | |
|---------------------------|--|--------------------|--|------|---|---|---|---|--|---|---|--|--|
| Concept | Change, Transition, pride, growth influence society | | | | | | | | | | | | |
| Books | Dreams of freedom, A Story like the wind, Wonder, do you know me | | | | | | | | | | | | |
| Writing | Play scripts | | | Sats | | Autobiography Writing | | | | | Speech writing | | |
| Grammar | Revision for sats based on formative assessment | | | | | Development of first person | | Past tense | Active and passive voice | | Formal tone | | |
| CC Writing | Recalling reports of memories | | | | Autobiography for end of school | | | Writing for end of school performance | | | | | |
| Maths | Statistics | | Geometry | | Personal finance | | Application and problem solving | | Consolidation and problem solving | | | | |
| CC Maths | | | | | | | | | | | | | |
| PHSE/Crew | RHE Curriculum to be added | | | | | | | | | | | | |
| Re | Living in a global community | | | | | | Making choices and memories | | | | | | |
| | What consequences do our choices have? | | 2. Know the lost son story and understand the choices that are made throughout it, recognising how these affect the other characters in the story. | | | 3. Speculate what the lost son will do now. | What are memories and what makes them important memories? | How will I remember my primary/junior school days? | What makes people/things/ events into memories? What memories do we have of people who have died? | | How do we want to be remembered? How can we influence this in the way we behave / things we do? What evokes our memories? | | |
| History | Key events that changed the worlds | | | | | | Key individuals that changed the world | | | | | | |
| | Rulers and Rules | Health and tragedy | Discovery and inventions | | Opinions and ideas | | Prophets and leaders | Inventors | Writers and artists | Explorers | Leaders and activists | | |
| Significant People | local 'change agents', e.g Bessie Braddock MP (children's rights), Hannah Lightbody (education), Kate Sheppard (suffragette), Sir Henry Tate, (Philanthropist) The Beatles (musicians) | | | | | | | | | | | | |
| Geography | To recognise that we are agents of change and that productive and positive activism is a potential way to look after the environment and understand cause and effect, becoming stewards of the planet. | | | | | | To use 8 points of a compass, 4 and 6 figure grid references, symbols and key (incl. Ordinance survey maps) to build their knowledge of the UK and wider world. | | | | | | |
| | | | Recognise key drivers of changing linking previous projects to environment changes and the future, impact of how we live on our health | | | | | Recognise locality of sec schools | | Map reading and orienteering on site and locality, recognising key features in human and physical as land marks | | | |
| Art | Sculpture | | | | | | | | | | | | |
| | Recognise the art of Anthony Gormley | | Develop and create images of sculptures | | Use a range of materials to develop a sculpture | | | Evaluate | | | | | |
| MFL | | | | | | | | | | | | | |
| Music | Music and Me Create your own music inspired by your identity and women in the music industry | | | | | | Perform and prepare a piece of music to share with an audience reflecting emotions and moving on | | | | | | |
| DT | Textiles | | | | | | | Electrical Systems | | | | | |
| | use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups | | select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately | | select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities | | | investigate and analyse a range of existing products | | use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups | | Evaluate success of electronic game and changes to be made | |
| Science | Animals Including Humans | | | | | | | | | | | | |
| | Sc6/2.2a identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood | | | | | | | Sc6/2.2b recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function | | Sc6/2.2c describe the ways in which nutrients and water are transported within animals, including humans. | | | |
| Computing | | | | | | | | Film and movie making | Selecting and using software | Explaining choices | Editing and editing tools | | |
| E-Safety | Digital footprint | | | | | | Online presence | | How do we want to be perceived online now and in the future | | | | |

