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| Year A | **Subject** | **Autumn** | **Spring** | **Summer** |
| Inquiry  Science  History  Geography  DT  Art  Computing | A **Viking** tribe in Norway are going to invade **Anglo-Saxon** settlements in England. They need to build a ship and plan their invasion.  **States of Matter** (Y4) – ice, water and vapour – melting ice and the water cycle in Norway  **Forces** (Y5) – water and air resistance – making Viking longboats  **The Viking and Anglo-Saxon struggle for the Kingdom of England**  **Locational knowledge -** Name and locate counties, cities geographical regions of the UK and their topographical features and land-use patterns. Understand how some of these aspects have changed over time - Anglo-Saxon maps  **Technical Knowledge (pulleys) -** Understand and use mechanical systems - Make a Viking longboat with a pulley that raises the sail.  **Mastery of Techniques - Use a range of materials** for dying and resist printing – make a batik sail with a family crest for their longboat  **Coding** - Use sequence and repetition in algorithms and detect and correct errors – Make their Viking settlement on Minecraft Code.org  **Present Info -** Collect, evaluate and present info using a range of programs – Make Excel spreadsheets with Danegold tax data  **Trip**: Norwich Castle – A day with the Anglo Saxons and Vikings  **Visitors**: Viking & Saxon Workshop - Longship Trading Company | A travelling theatre group want to create a fun workshop for schools about the **Ancient Greeks** with information about their amazing architecture and their discoveries about **Earth and space**.  **Earth and Space** (Y5) – the sun, earth and moon  **Light** (Y6) – sunlight and shadows – Shadow puppet show about the Ancient Greeks  **Ancient Greece** – study their achievements and influence on the western world – Astronomers, philosophers and architects  **Locational knowledge** - Identify the position of latitude, longitude, Equator, Northern and Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the time zones (day and night) - Planet Earth  **Technical Knowledge (cams and gears)** - Understand and use mechanical systems - Make moving puppets of famous Ancient Greeks  **Great Architects and Designers -** Iktinos and Kallikrates: The Parthenon  **Mastery of Techniques - Drawing** 3D buildings using graphite pencils with different levels of hardness – The Parthenon with shading & shadows (backdrop)  **The Internet** - Use search technologies effectively, responsibly and safely **–** Research Ancient Greeks  **Present Info -** Collect, evaluate and present info using a range of programs - PowerPoint presentation  **Visitors**: Space VR Workshop - Education Group **Visitors:** The Amazing Greeks workshop - Theatre Workshop Ltd | A family need to prepare and then set off on their **global travel** adventure to experience different environments, cultures and sights around the world.  **Electricity**(Y4) – circuits – make a game for the plane  **Animals Including Humans** (Y6) – circulation, diet and exercise – staying healthy on holiday  **Study the achievements of the earliest civilisations** – Ancient Egypt – sight-seeing in Egypt (pyramids and sphynx)  **Place knowledge** - Understand similarities and differences of a region in the UK, Europe and North or South America. **Locational knowledge -** Locate countries, environmental regions, key physical and human features and major cities using maps –holiday destinations: Norfolk, Russia and Mexico.  **Technical Knowledge (computing):** Apply their understanding of computing to program, monitor and control their products - Make a game for the plane with a Micro:bit to keep count of scores  **Sketchbook** - Record their observations of shells on Yarmouth beach and use them to revisit ideas. **Mastery of Techniques - Sculpting** using clay **–** sculpt and paint shells to keep as a memento  **Create Content -** Use software and digital devices to create content – Make a 3D name tag on Sketchup  **Trip:** Aviation Academy – the airport experience  **Trip**: Great Yarmouth – holiday destination  **Visitors**: ‘Around The World’ A Geographical Adventure! - The Drama Hut |

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| Year B | **Subject** | **Autumn** | **Spring** | **Summer** |
| Inquiry  Science  History  Geography  DT  Art  Computing | Early humans are living in their **Neolithic** settlement. In the present, archaeologists have discovered the settlement and want to find out how these people and their way of life developed  **Evolution and Inheritance** (Y6)  **Animals including Humans** (Y4) – teeth and food chains - links to Neolithic humans and animals  **Changes in Britain from the Stone Age to the Iron Age.**  **Human Geography** - Describe and understand key aspects: types of settlement and land use – Decide where to settle and how to use the land  **Technical Knowledge (structures):** Apply their understanding of how to strengthen, stiffen and reinforce more complex structures - Make a sturdy Neolithic hut.  **Sketchbook -** Record their observations of running people and use them to revisit ideas.  **Mastery of Techniques - Drawing** movement using charcoal - Draw running Neolithic people and animals on cave walls.  **The Internet** - Use search technologies effectively, responsibly and safely **–** Research **Present Info -** Collect, evaluate and present info on a range of programs - Make booklets on Word  **Trip:** Gressenhall - Neolithic Britain day  **Visitors:** Super Stone Age - Theatre Workshop  **Visitors**: Bushcraft workshop - WiseUp Team building | A local museum wants an exhibit about the history of **transport** and the impact it’s had international trade and the environment. They also want to look the future of sustainability and electric vehicles.  **Electricity** (Y6) – circuits – make motorised lorries  **Forces** (Y5) – friction, gravity and aerodynamics  - link with making their motorised vehicle  - STEM: Balloon cars, paper planes/helicopters  **Study a** **theme in British history** – changes in an aspect of social history (transport) and a significant turning point in British history (the first railways)  **Human Geography** - describe and understand: economic activity, trade links and the distribution of natural resources – Food miles, carbon footprint and sustainability. Make wind, solar and hydro energy.  **Technical Knowledge (electricity):** Understand and use electrical systems – make a motorised vehicle and the Goblin Racer  **Great Artists -** David Hockney: Roads  **Mastery of Techniques - Painting** landscapes using oil paints - Paint landscapes with roads/railways in the style of David Hockney for the museum.  **Coding** - Design, write and debug programs that control or simulate physical systems – program robotic Lego vehicles (STEM visit)  **Trip:**  East Anglia Transport Museum  **Visitors:** STEM workshop – Learn by Design  **Visitors**: Forces workshop – Explorer Dome | William the Conqueror has asked some Normans to build a motte and bailey castle in Norwich. In the present, Horrible Histories are filming an episode all about life in **Norman Norwich** for the BBC.  **Sound** (Y4) – making sound - make medieval instruments  **Animals including Humans** (Y4) – digestive system - eating their medieval bread  **A local history study** - The Normans building Norwich Castle and Cathedral  **Geographical Skills and Fieldwork -** Use the eight points of a compass, grid references, symbols and a key and Ordnance Survey maps to build their knowledge of the UK – Use medieval and modern maps of Norwich.  **Cooking and Nutrition -** Prepare and cook a savoury dish and explain a balanced diet and the origin of ingredients – medieval bread  **Sketchbook -** Record their observations of medieval tapestries at Norwich Castle and use them to revisit ideas. **Mastery of Techniques – Using a range of materials** for embroidery, appliquéand quilting - Make a medieval wall-hanging  **Create Content -** Use a variety of software and digital devices to create content – Make a Horrible Histories film using iMovie and burn onto a DVD  **Trip**: Norwich Cathedral  **Trip**: Norwich Castle – Marvellous Medieval Maths  **Visitors**: Sound Workshop - Explorer Dome |

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| Year C | **Subject** | **Autumn** | **Spring** | **Summer** |
| Inquiry  Science  History  Geography  DT  Art  Computing | People living and working in the Shang Dynasty prepare a tomb for a priestess. In the present, some archaeologists are in **China** when a volcano causes an earthquake, which reveals the Shang tomb. They their experiences in China on a website.  **Living Things and Their Habitats** (Y5) – life cycles and reproduction of plants and animals - in China  **Properties and Changes of Materials** (Y5)  - heating and chemical changes - bicarb volcanoes and cooking    **Study the achievements of the earliest civilisations** - Shang Dynasty – Chinese history  **Physical geography** - Describe and understand key aspects of physical geography: mountains, volcanoes and earthquakes - in China.  **Cooking and Nutrition -** Prepare and cook a savoury dish and make links with healthy eating and balanced diets - spring rolls  **Mastery of Techniques - Sculpting** landscapesusing wire and papier-mâché – bicarb Volcanoes  **Sketchbook -** Record their observations of Chinese plants and use them to revisit ideas. **Mastery of Techniques - Painting** still life using watercolours  **The Internet** - Use search technologies effectively, responsibly and safely – Research. Use internet services for communicating, collaborating and sharing – Make websites about China  **Visitors**: China / Volcanoes VR Workshop - PrimeVR  **Visitors**: Chinese New Year Workshop - Education Group | It’s the early 20th Century and a group of explorers have landed in **America**. They’re examining all the different environments, plants and animals. They even discover evidence of an ancient civilisation. They share their findings with a British museum.  **Living Things and Their Habitats** (Y6) –  Classify the plants and animals - found in America  **Living Things and Their Habitats** (Y4) – make identification keys  **A non-European society that provides contrast with British history** – The Mayan Civilisation – American history (link to the Incas and Aztecs)    **Physical geography** - Describe and understand key aspects of physical geography: climate zones, biomes and vegetation belts, rivers, the water cycle – in North and South America  **Technical Knowledge (levers and linkages)**  - Make moving animals out of card  **Mastery of Techniques - Use a range of materials** for making a collage- Make a tactile rainforest  **Mastery of Techniques - Use a range of materials** for printing – Make a printing block of a Mayan repeated pattern  **Coding** - Design, write and debug programs that accomplish specific goals - Program a quiz about animal classification on Scratch.  **Trip**: Museum of Norwich – Mayan Chocolate  **Trip**: How Hill – rivers and the broads  **Visitors**: Environment workshop – Explorer Dome  **Visitors**: Rainforests VR Workshop – PrimeVR | A Jewish family has fled Europe because **WW2** has broken out. They have arrived in England and they are getting used to life in the Home Front. The Dad has joined the Home Guard and the eldest son has been conscripted to join the Battle of Britain.  **Properties and Changes of Materials** (Y5) – building - Anderson Shelter and bridge  **Sound** (Y4) – ears and hearing - ear defenders  **Study an aspect of British history** - A significant turning point in British history - the Battle of Britain (WW2).  **Geographical skills and fieldwork -** Observe, measure, record and present the human and physical features in the local area. Sketch maps and use digital technologies – For the Home Guard.  **Technical Knowledge (structures):** Apply their understanding of how to strengthen, stiffen and reinforce more complex structures - Build a bridge to go over a river for the army trucks.  **Great Artists -** Henry Moore: WW2 portraits  **Mastery of Techniques - Drawing** portraits using graphite pencils with different levels of hardness – portraits of the family in the style of Henry Moore.  **Create Content -** Use a variety of software and digital devices to create content – Make a radio podcast with advice and info for the Home Front  **Trip**: Gressenhall - Homefront Heroes day  **Visitors**: WWII Workshop - Portals To The Past  **Visitors**: Pack Up Your Troubles - Arty-Fact Theatre |