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|  | **Science** | **History** | **Geog** | **PE** | **Computing** | **Art** | **Music** | **DT** | **RE** | **MFL** |
| 3 | Plants  Animals including humans | Stone Age to Iron Age |  | Gymnastics, Tag Rugby  dance and football | Develop Digital Literacy through the use of a range of programs and internet services – safety and safe searching | Suffolk SOW: Painting, 3D, drawing, printing, textiles and collage | Play and perform in solo and ensemble contexts.  Improvise and compose music. | Design, make, evaluate and show technical knowledge in making products | Sukkot, Torah covenant,  Hannukah and The characters in the Christmas story |  |
| Rocks  Light | Roman Empire |  | Gymnastics, multiskills, dance and Tri-golf | Develop Digital Literacy through the use of a range of programs and internet services – safety and safe searching | Listen with attention to detail and recall sounds.  Use / understand staff and other musical notations | Moses and the Exodus, Passover covenant and Maundy Thursday |  |
| Forces and Magnets |  | Physical Geography  United Kingdom | Cricket, athletics and tennis | Design, write and debug programmes, use sequence selection and repetition and use logical reasoning. | Appreciate and understand a wide range of music.  Develop an understanding of the history of music. | Cooking and Nutrition | Christian / Jewish marriage and artefacts for prayer and worship |  |
| 4 | Living things and their habitats  Animals including humans | Anglo Saxons and Scots |  | Gymnastics, tag rugby, dance and basketball | Develop Digital Literacy through the use of a range of programs and internet services – safety and safe searching | Suffolk SOW: Painting, 3D, drawing, printing, textiles and collage | Play and perform in solo and ensemble contexts.  Improvise and compose music. | Design, make, evaluate and show technical knowledge in making products | Abraham, the Annunciation, and Christmas around the world |  |
| States of matter  Sound | Vikings and Anglo Saxons |  | Gymnastics, dance, hockey and netball | Develop Digital Literacy through the use of a range of programs and internet services – safety and safe searching | Listen with attention to detail and recall sounds.  Use / understand staff and other musical notations | Life of Jesus and the Garden of Gethsemane |  |
| Electricity |  | Human Geography  Europe | Athletics, cricket and rounders | Design, write and debug programmes, use sequence selection and repetition and use logical reasoning. | Appreciate and understand a wide range of music.  Develop an understanding of the history of music. | Cooking and Nutrition | Bar and Bat Mitzvah and the Synagogue |  |
| 5 | Living things and their habitats  Animals including humans | Local History |  | Gymnastics, tag rugby, dance and basketball | Develop Digital Literacy through the use of a range of programs and internet services – safety and safe searching | Suffolk SOW: Painting, 3D, drawing, printing, textiles and collage | Play and perform in solo and ensemble contexts.  Improvise and compose music. | Design, make, evaluate and show technical knowledge in making products | Creation stories, the Advent Ring and holy |  |
| Properties and changes of materials  Earth and Space | Beyond 1066 |  | Gymnastics, dance, hockey and netball | Develop Digital Literacy through the use of a range of programs and internet services – safety and safe searching | Listen with attention to detail and recall sounds.  Use / understand staff and other musical notations | Muhammed, the Qu’ran and Good Friday |  |
| Forces |  | Physical Geography  South America | Athletics, cricket and rounders | Design, write and debug programmes, use sequence selection and repetition and use logical reasoning. | Appreciate and understand a wide range of music.  Develop an understanding of the history of music. | Cooking and Nutrition | Pentecost, Shauvot and the Christian church |  |
| 6 | Living things and their habitats  Animals including humans | Ancient Egypt |  | Gymnastics, tag rugby, dance and basketball | Develop Digital Literacy through the use of a range of programs and internet services – safety and safe searching | Suffolk SOW: Painting, 3D, drawing, printing, textiles and collage | Play and perform in solo and ensemble contexts.  Improvise and compose music. | Design, make, evaluate and show technical knowledge in making products | The 5 pillars of Islam, shahadah, salat, Islamic art and different gospel accounts of Christmas |  |
| Evolution and inheritance  Light | Ancient Greece | Human Geography  Geographical Lines  North America | Dance, hockey, gymnastics and netball | Develop Digital Literacy through the use of a range of programs and internet services – safety and safe searching | Listen with attention to detail and recall sounds.  Use / understand staff and other musical notations | The creed and Lent, Trinity and Zakat and the resurrection of Jesus |  |
| Electricity | Mayan Civilisation |  | Athletics, cricket and rounders | Design, write and debug programmes, use sequence selection and repetition and use logical reasoning. | Appreciate and understand a wide range of music.  Develop an understanding of the history of music. | Cooking and Nutrition | Eucharist mass and sacred places - Hajj |  |