

Year 1	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Science	S – Seasonal Changes (ongoing) S – Animals including humans		S – Seasonal Changes (ongoing) S – Everyday Materials	Finish Materials and start Plants	S – Seasonal Changes (ongoing) S - Plants	Address areas where children have not met expectations
Art & Design	Ourselves (Obj 3 and Obj 4)			Andrew Goldsworthy & other sculptors - sculptor and photography (Obj 2 and 4)	Seaside Holidays (Obj 1 and 2)	Seaside Holidays (continued)
Computing	We are Celebrating (Creating a card)	We are TV chefs (Filming a recipe)	We are Story tellers (Producing a talking book)	We are Collectors (Finding images using the web)	We are painters (Illustrating an e-book)	We are treasure hunters (Programmable toys)
D&T		Cooking and Nutrition Obj 1 Design Healthy dishes	Design Obj 1 & +Technical Knowledge Obj 1 Explore and build stable structures eg picture frame and/ or bridges		Make Obj 2 Eg Patchwork Quilt or natural weaving	
	Evaluate Objectives 1 & 2 ongoing					
Geography		Geography skills and fieldwork (Obj 3 and 4) Local environment study		Locational Knowledge (Obj 1&2) Geography skills and fieldwork (Obj 1) -Where in the UK and World do our family, friends and teachers have links with?	Seaside locality (Place Knowledge obj 1 & H&PG Obj 2)	
History	How do others change? (obj1)		Obj 4 – significant events people, places in their own locality			How have seaside holidays changed over time? Obj 1
Music	Listen with concentration and understanding to live and recorded music (Obj 3) - ongoing					
	Use voices expressively and creatively by singing songs, chants and rhymes (Obj 1) Eg explore use of voices around UK and World		Experiment with create, select and combine sounds using the inter-related dimensions of music (Obj 3) eg Stomp style		Play tuned and untuned instruments musically (Obj 2)	
Physical Education	Gymnastics (Obj 1) – flight, bouncing, jumping and landing on floor	Dance (Obj 3) stability, refined static and dynamic balancing – awareness of body parts – self	Gymnastics (Obj 1) - flight, bouncing, jumping and landing using equipment	Games – ball skills (hands – throwing and catching) competitive and co-operative	Athletics (Obj 1)	Team Games – attacking and defending (Obj 2)
Religious Education	Why are we Thankful? - Harvest	Christianity - Christmas	Christianity (Church visit) - Easter	Judaism	Judaism	Hinduism

Year 2	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Science	Living things and their habitats		Uses of everyday materials Eg flower containers, scarecrows	Plants	Animals, including humans	Address any objectives not covered and address any areas where children have not met expected levels
Art & Design	Fire (Obj 2)		The Art of Plants (Obj 1&3) (eg William Morris)		African Arts – Obj 4 (eg artist Gakonga) (links well to weather)	
Computing	We are Detectives (Communicating clues)	We are games testers (Exploring computer games)	We are Photographers (Taking, selecting and editing digital images)	We are astronauts (Programming on screen)	We are Researchers (Research)	We are Zoologists (Recording bug hunt data)
D&T		Rebuilding London Design obj 2 Make obj 1		Cooking and Nutrition (Obj 2) Where does our food come from? (making smoothies)		Tech Knowledge obj 2 & Design Obj 1 Eg Moving animals ie The Lion King
	Evaluate Objectives 1 & 2 ongoing					
Geography	Investigate London(Place Knowledge Obj 1, GS & F obj 2)			The Growing World (Human and PG obj 1)	A village in Africa Place knowledge (Obj 1) & Human/P G Obj 2	
History	Great Fire of London – (Obj 2)		Famous discoveries (Obj 3) Eg Earth is round, vaccination,			Influential Africans – Obj 3 eg Nelson Mandela
Music	Listen with concentration and understanding to live and recorded music (Obj 3) - ongoing					
	Use voices expressively and creatively by singing songs, chants and rhymes (Obj 1) Eg explore use of voices around UK and World		Play tuned and untuned instruments musically (Obj 2)		Experiment with create, select and combine sounds using the inter-related dimensions of music (Obj 3)	
Physical Education	Games – ball skills (hands – throwing and catching) competitive and co-operative	Gymnastics (Obj 1) – flight, bouncing, jumping and landing, linking movements together	Dance (Obj 3) – stability, refined static and dynamic balancing – awareness of body parts – self and others	Gymnastics (Obj 1) Eg obstacle courses possibly on adventure playground and using play markings	Team Games – ball skills (foot control) competitive and co-operative. Attacking and defending (Obj 2)	Athletics (Obj 1)
Religious Education	Hinduism	Hinduism Festivals of light	Islam	Islam	Why are some things special?	Christianity

Year 3	Autumn A	Autumn B			Spring A	Spring B	Su
Science	Light	Rocks	Animals, including humans	Plants	Forces and Magnets	Address any objectives not covered or met.	
Art & Design	(Obj 1) – to create sketch books to record observations Eg Local and UK landscapes Experiment with different materials in making art (history link) (Link to British artist eg Lowry		European Abstract art – linked to Geometry Eg Piet Mondrian and other great artists (Obj 3) Impressionists and other artists		Images and stories from Greek Myths Explore a range of materials and mediums to improve technique (Obj 2) eg sculpture, painting, drawing and fabric snakes (Medusa head)		
Evaluate and analyse creative works using the language of art, craft and design							
Computing	3.1 Programmes Animation	3.2 Bug Fixers Finding and correcting bugs in programs	3.3 Presenters Videoing Performance	3.4 Network Engineers Exploring computer networks	3.5 Communicating Safety on the internet	3.6 Opinion Pollsters Collecting data	
D&T		Make Obj 1 – explore tools used in history (Evaluate obj 3) and then use modern tools to design(Obj 2) then make models from Stone or Iron Age life eg Stone circles or farmsteads Or stone age inspired jewellery	Cooking and Nutrition (Obj 2) Make savoury dishes			Technical Knowledge Obj 2 & Evaluate obj 3 Explore ancient Greek use of pulleys and winch to build temples	
Evaluate objectives 1&2 ongoing							
Languages							
Geography		Locational Knowledge (Obj 2) Focusing Stone Age eg Scotland, Ireland and hills of Southern England, Somerset Levels Stone Circles – Stonehenge or Avebury Iron Age – Colchester or Somerset Levels	Locational Knowledge – Obj 1 & GSF obj 2–eg Europe Art Trail and/or Road Journey to Greece.	Place Knowledge – Obj 1- Compare and contrast region Uk to region of Greece. Including GS&F Obj 1. (Inc seasonal weather patterns)			
History	Stone Age to Iron Age				Ancient Greece – a study of Greek Life and achievements and their influence on the Western World.		
Music	Listen with concentration and understanding to live and recorded music (Obj 5) - ongoing						
	Play and perform using musical instruments in solo and ensemble contexts with increased accuracy, fluency, control and expression (Obj 1)		Improvise and compose music for a range of purposes using inter-related dimensions of music (Obj 2)		Use voices with increased accuracy, fluency, control and expression. (Obj 1)		
Physical Education	Games – ball skills (hands – throwing and catching Obj 1) competitive and co-operative. Introduce fielding, batting and bowling. (Obj 2 – cricket and/or rounders)	Gymnastics (Obj 3) – Develop control and balance. Introduce symmetry and asymmetry balances.	Ball skills (foot control) introduce dribbling and striking. Play competitive games - football (Obj 2)	Dance (Obj 4) – perform dances using a range of movements including symmetry and asymmetry. Introduce Choreography.	Athletics (Obj 1) including Obj 6.(i.e. Sportshall Aviva)	Team Games (Obj2/ 6) – Introducing passing and receiving and attacking/defending (Obj 2) Netball	
Religious Education	2 wks recap on World Religions 4 wks Hinduism	Hinduism	Christianity	Christianity	Why should we care for our World?	Why should we care for our World?	

Year 4	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Science	States of Matter		Electricity	Sound	Living things and their environment/ Animals, including humans	Address any objectives not covered and address any areas where children have not met expected levels
Art & Design	Egyptian Art (Obj 1 & 2) Eg visit to the British Museum with sketch books, making pharaoh masks (sculpture – paper mache) and tomb paintings.		Roman mosaics – (Obj 1& 3)		Modern craft and design techniques –(Obj 1) – research for D&T making own products. (eg fashion design)	
Evaluate and analyse creative works using the language of art, craft and design						
Computing	4.6 Meteorologists –presenting the weather	4.1 Software Developers -simple education game	4.2 Toy Makers -interactive toy	4.3 Musicians - producing digital music	4.4 HTML editors -editing and writing html	4.5 Co-Authors -producing a wiki
D&T			Technical knowledge – obj 4 – understand and use electrical systems in their products eg toys, torches		Design obj 1 – research and design criteria used to inform design of appealing products eg bags / wallets / cushion covers Make obj 2 – select from a range of materials and components – textiles – eg eco friendly examples	
Evaluate objectives 1&2 ongoing						
Languages						
Geography	Locational knowledge (Obj3) / GSF (Obj 1) / Physical and Human Geography obj 1&2 The journey of the Nile – past and present – source to mouth. Including settlement changes. (Inc seasonal weather patterns)		The Romans in London and Kent (PK obj 1, GS&F 2&3) (Lullingstone visit?)	[Volcanoes – (H&PG obj 1) – Southern Italy – Pompeii]	Canterbury and Kent [Or Scotland] (PK obj 1, GS&F 2&3, LK 2)	
History	Ancient Egypt (British Museum visit ?)		The Roman Empire		Britain's settlement by Anglo-Saxons and Scots	
Music	Listen with concentration and understanding to live and recorded music (Obj 5) - ongoing					
	Play and perform using musical instruments in solo and ensemble contexts with increased accuracy, fluency, control and expression (Obj 1)		Improvise and compose music for a range of purposes using inter-related dimensions of music (Obj 2) Use and understand staff and other musical notations (Obj 4)		Use voices with increased accuracy, fluency, control and expression. (Obj 1)	
Physical Education	Gymnastics (Obj 3) – Develop control and balance. Introduce symmetry and asymmetry balances.	Games – ball skills (hands – throwing and catching Obj 1) competitive and co-operative. Racket skills (Obj 2 tennis)	Dance (Obj 4) – perform dances using a range of movements including symmetry and asymmetry. Build further with Choreography.	Stick skills - introduce dribbling and hitting. Play competitive games - hockey (Obj 2)	Team Games (Obj 2/6) – Introducing passing, receiving and moving with the ball skills (basketball) and attacking/defending (Obj 2)	Athletics (Obj 1) including Obj 6.(i.e. Sportshall Aviva)
Religious Education	Christianity	Sikhism	Why do you Judge me?	Why do you Judge me?	Judaism	Judaism

Year 5	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Science	Living things and their environment (zoo Lab visit)	Properties and changes of materials	Earth and space (book trip early!)	Animals, including humans	Forces	Address any objectives not covered and address any areas where children have not met expected levels (eg Finish materials)
Art & Design	The Bayeux Tapestry – stories through textiles (Obj 3) eg felt making, collage		Geometry in Art (Obj 1 & 3)		People in action – (Obj 1&2) eg. photographs showing figures in movement, eg Eadweard Muybridge, futurists, such as 'Unique forms of continuity in space' and 'The dynamism of a footballer' by Boccioni; 'Wildly dancing children' by Nolde; 'The Cardiff team' by Robert Delaunay; 'The three dancers' by Picasso Romero Britto?	
	Evaluate and analyse creative works using the language of art, craft and design					
Computing	5.1 Game developers – interactive game	5.2 Cryptographers - cracking codes	5.3 Artists - fusing geometry and art	5.4 Web developers -web page about cyber safety	5.5 Bloggers -sharing experiences and opinions	5.6 Architects -creating a virtual space
D&T	Rockets and spacecraft (Design Obj 2, Make 2, Evaluate 3 and TK 1)		Cooking and Nutrition – Trade links and Fair trade (Obj 1 & 3) Designing Fair Trade Yoghurts?		Technical Knowledge – obj 1 – pulleys, gears, cams, levers and linkages eg Jack in the box/Pop up toys	
	Evaluate objectives 1&2 ongoing					
Languages						
Geography	Explore Scandinavia (Locational Knowledge Obj 1, H&PG Obj 2 & GSF 1 & 2)		Tudor Explorers – Discovering the Americas (PK 1 & G,S & F 1, 2 & 3) Including the First British Colonies and The Beginnings of the Slave Trade		Central America – Mexico – How is it similar/different to North/South America? (PK 1, H&PG 1 & 2 & G,S & F 3)	
History	The Vikings	The Normans	A local history Study - Tudors		The Mayan Civilisation around 900AD	
Music	Listen with concentration and understanding to live and recorded music (Obj 5) - ongoing					
	Use voices with increased accuracy, fluency, control and expression – ensemble and solo (Obj 1) Listen with attention to detail and recall sounds with increasing aural memory. (Obj 3)		Develop an understanding of the history of music (Obj 6)		Improvise and compose music for a range of purposes using inter-related dimensions of music (Obj 2) Use and understand staff and other musical notations (Obj 4)	
Physical Education	Swimming and water safety (Obj 1,2 &3)					
Religious Education	Pilgrimages	Pilgrimages	Sikhism	Christianity	Islam	Islam

Year 6	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Science	Light	Living things and their environment & Evolution and Inheritance	Electricity	Materials and their properties (mainly revision - focus on applying maths skills)		Animals, including humans
Art & Design	Surrealism – what do we see? (Obj 1) Study Salvador Dali		London Architecture (Obj 1 & 3)	Our School Journey – collages/textiles/sculpture or painting Children produce final piece of works to show how they have evolved at Mottingham. (Obj 1,2 &3)		
	Evaluate and analyse creative works using the language of art, craft and design					
Computing	Units 6.1 -6.6 Developing an APP – beginning to end					
D&T			Control TK – Obj 4	Model buildings – city planning (Design 1&2, Make 1&2, TK 1)		Healthy Diet (Cooking & Nutrition obj 1)
	Evaluate objectives 1&2 ongoing					
Languages						
Geography		South America Galapagos Islands (LK obj 3)	Changes to London and the UK over the last 100 years (LK obj 2, H&PG2, GS&F 2 & 3)			
History	London, Sugar and Slavery- The British Empire and the Abolition of Slavery	The Victorians	The World Wars -a significant turning point in British History			
Music	Listen with concentration and understanding to live and recorded music (Obj 5) - ongoing					
	Develop an understanding of the history of music (Obj 6) eg music to appease oppression. Listen with attention to detail and recall sounds with increasing aural memory. (Obj 3)		Improvise and compose music for a range of purposes using inter-related dimensions of music (Obj 2) Use and understand staff and other musical notations (Obj 4)		Play and perform using musical instruments in solo and ensemble contexts with increased accuracy, fluency, control and expression (Obj 1) Use and understand staff and other musical notations (Obj 4)	
Physical Education	Games – ball skills (hands – refine fielding, batting and bowling) Obj 1 & 2 – cricket and rounders	Gymnastics (Obj 3) – Matching mirroring and synchronisation	Stick skills – Refine dribbling and hitting. Play competitive games - hockey (Obj 2)	Dance (Obj 4) – perform dances using a range of movements patterns. Refine Choreography.	Team Games (Obj 2/ 6) – Refine dribbling and striking/shooting (basketball and football) and attacking/defending (Obj 2)	Athletics (Obj 1) including Obj 6.(i.e. Sportshall Aviva)
Religious Education	Christianity	Christianity	Journey of Life	Journey of Life	How faith helps us	How faith helps us