

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	Seaside locality (Place Knowledge obj 1 & 2)		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?	Geography skills and fieldwork (Obj 3 and 4) Local environment study / Map Makers		
History					Obj 4 – significant events people and places– focus on castles	Obj 4 – significant events people and places– focus on Kings and Queens
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	Dance (Obj 3) stability, refined static and dynamic balancing – awareness of body parts – self	Dance (Obj 3) stability, refined static and dynamic balancing – awareness of body parts – self	Gymnastics (Obj 1) - flight, bouncing, jumping and landing on floor 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	Festivals of light Hannukah, Diwali and advent ( xmas)	Christianity (Church visit)	Judaism ( plus Easter)	Judaism	Hinduism

Year 2	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Science	Uses of everyday Materials Eg flower containers, scarecrows	Living Things and their Habitats	Living Things and their Habitats	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 i.e. The Lion King
Evaluate Objectives 1 & 2 ongoing						
Geography	Investigate London ( Place Knowledge Obj 1, GS & F obj 2)	Investigate the four countries of the UK (Place Knowledge Obj 1, GS & F obj 2)	The Growing World and Me (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	Dance (Obj 3) – stability, refined static and dynamic balancing – awareness of body parts – self and others	Gymnastics (Obj 1) – flight, bouncing, jumping and landing, linking movements together	Games – ball skills (hands – throwing and catching) competitive and co-operative	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 ( Harvest - one week)	Christianity (Christmas - 2 weeks)	Islam	Islam ( Easter - 2 weeks)	Christianity	Why are some things special?

Year 3	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
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		Ancient Greece – a study of Greek Life and achievements and their influence on the Western World.	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 Somerset Levels Stone Circles – Stonehenge or Avebury Iron Age – Colchester or Somerset Levels	Map skills (Ge2/1.4 Geographical skills and fieldwork)	Place Knowledge – Obj 1- Compare and contrast region UK to region of Egypt. Including GS&F Obj 1. (Inc. seasonal weather patterns)		The journey of the Nile – past and present – source to mouth. Including settlement changes. (Inc. seasonal weather patterns)	Volcanoes – (H&PG obj 1)
History	Pre Roman Britain (Obj Hi2/1.1)		Ancient Egypt			
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. Sport shall Aviva)	Team Games (Obj2/ 6) – Introducing passing and receiving and attacking/defending (Obj 2) Netball
Religious Education	2 wks recap on World Religion (Harvest - one week)	Hinduism ( Start Autumn A) (xmas – 2 weeks)	Christianity	Christianity ( Easter- 2 weeks)	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 sketchbooks, 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	European neighbours (Obj3) / GSF (Obj 1) / Physical and Human Geography obj 1&2				The Romans in London and Kent (PK obj 1, GS&F 2&3) (Lulling stone visit?)	
History			Mayan Civilisations (Hi2/2.5)		The Roman Britain (Hi2/1,2)	
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	Swimming and water safety	Obj 1,2,3	Swimming and water safety	Obj 1,2,3	Swimming and water safety	Obj 1,2,3
Religious Education	Sikhism (Harvest – one week)	Sikhism ( Christmas - 2 weeks)	Why do you Judge me?	Why do you Judge me? (Easter - 2 weeks)	Islam	Islam

Year 5	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Science	Earth and space (book trip early!)	Properties and changes of materials	Living things and their environment ( zoo Lab visit )	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 Edward 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)	Countries and Cities in the UK (Ge2/Locational knowledge 1.1, Place knowledge 1.2 HP geography 1.33)	Latitude and Longitude (Ge2/1.4 Geographical skills and fieldwork)		Central America – Mexico – How is it similar/different to North/South America? (PK 1, H&PG 1 & 2 & G,S & F 3)	
History	Anglo-Saxons and Vikings (Hi2/1,3)			Ancient Greeks (Hi2/2.5)		
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	Dance (Obj 4) – perform dances using a range of movements including symmetry and asymmetry. Build further with Choreography.	Dance (Obj 4) – perform dances using a range of movements including symmetry and asymmetry. Build further with Choreography.	Gymnastics (Obj 3) – Develop control and balance. Introduce symmetry and asymmetry balances.	Games – include team games ball skills (hands – throwing and catching Obj 1) competitive and co-operative. Racket skills (Obj 2 tennis)	Stick skills - introduce dribbling and hitting. Play competitive games - hockey (Obj 2)	Athletics (Obj 1) including Obj 6.(i.e. Sport shall Aviva)
Religious Education	Pilgrimages ( Harvest - one week)	Pilgrimages (Xmas - 2 weeks)	Sikhism	Sikhism Christianity ( +Easter 2-weeks)	Judaism	Judaism

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		Map skills (Ge2/1.4 Geographical skills and fieldwork)	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)	Rivers (Ge2/1.3 Human and Physical Geography)	
History	Crime and Punishment (Hi2/2.2 Extended chronological study)			WW1 – significant turning point in British history		WW2 – including local 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. Sport shall Aviva)
Religious Education	Christianity (Harvest – one week)	Christianity (Xmas – 2 weeks)	Buddhism	Buddhism How faith helps us?	Journey of Life	Journey of Life