



Year A

Community, Diversity, Creativity

| Curriculum Drivers | Community, Diversity, Creativity | | |
|---------------------------|---|---|---|
| | Year 1 & 2 | Year 3 & 4 | Year 5 & 6 |
| Autumn Term | The world and my school Why did London Burn ? Everyday materials | Investigating weather and climate Ancient Egypt Animals, including Humans and Magnets | Brazil World War II Electricity |
| Computing (Y2,4,6) | Computing systems and networks – IT around us (1) Creating Media – Digital photography (2) | Computing systems and networks – The internet (1) Creating media – audio production (2) | Computing systems and networks – Communication and collaboration (1) Creating media – Web page creation (2) |
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| Spring Term | My local area and Tulum, Mexico Kings, Queens and Castles Animals, including Humans (1) | Bee conservation The Tudors Electricity and Sound | UK Depth Study Anglo-Saxons and Vikings Living things and their habitats and Forces |
| Computing (Y2,4,6) | Programming A – Robot algorithms (3) Data and information - Pictograms (4) | Programming A – Repetition in shapes (3) Data and information – Data logging (4) | Programming A – Variables in games (3) Data and information – Introduction to spreadsheets (4) |
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| Summer Term | Our local park Toys Plants | Italy Did the Romans build more than a wall Plants | Biomes and Ecosystems The Shang Dynasty of Ancient China Living things and their habitats and Animals, including Humans |
| Computing | Creating media – Digital music (5) | Creating media – Photo editing (5) | Programming B – Sensing movement (5) |



(Y2,4,6)

Programming B – Programming quizzes (6)

Programming B – Repetition in games (6)

Using the microbit for transition (6)



Year B

Community, Diversity, Creativity

| Curriculum Drivers | Community, Diversity, Creativity | | |
|---------------------------|---|--|--|
| | Year 1 & 2 | Year 3 & 4 | Year 5 & 6 |
| Autumn Term | Investigating weather and climate Technology Seasonal changes | The United Kingdom Stone age to Iron age Animals, including Humans and Rocks | Why do rivers rush to the sea? Ancient Maya Earth and Space and Animals, including Humans |
| Computing (Y1,3,5) | Computing systems and networks – Technology around us (1) Creating media – digital painting (2) | Computing systems and networks – connecting computers (1) Creating media (2) | Computing systems and networks – Systems and searching (1) Creating media – Video production (2) |
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| Spring Term | Our school grounds Who has explored my world? Plants | Land use, economic activity and travel Black History Light and States of Matter | Sustainability Crime and Punishment Evolution and inheritance and Properties and Changes of Materials |
| Computing (Y1,3,5) | Programming A – Moving a robot (3) Data and information -Grouping data (4) | Programming A – sequencing sounds (3) Data and information – Branching databases (4) | Programming A – Selection in physical computing (3) Data and information – Flat-file databases (4) |
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| Summer Term | My local area and Tromso, Norway Hospitals and healthcare Animals, including Humans (2) | Greece Ancient Greece Living things and their habitats | The United States The changing power of the British Monarchy Light |
| Computing (Y1,3,5) | Creating media – Digital writing (5) Programming animations (6) | Creating media – Desktop publishing (5) Programming B – Events and actions in programs | Creating media – introduction to vector graphics (5) Programming B – Selection in quizzes |