

Autumn						
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Week 1	CUSP Art & Design <i>Drawing Block A</i>	Science <i>Introduce Living things and habitats</i>	CUSP Art and Design <i>Drawing and Painting Block A</i>	CUSP Design and Technology <i>Food and Nutrition Block A</i>	Geography <i>World countries - location and biomes</i>	History <i>Chronological knowledge beyond 1066 – Battle of Britain</i>
Week 2	Science <i>Introduce Seasonal changes / daily weather</i>		Science <i>Introduce Rocks</i>	Science <i>Introduce Living things and their habitats</i>	Science <i>Introduce Properties and changes of materials</i>	
Week 3	CUSP Design and Technology <i>Mechanisms Block A</i>	CUSP Art and Design <i>Drawing Block A</i>				CUSP Art and Design <i>Drawing and Painting Block A</i>
Week 4	Science <i>Introduce Plants</i>	Computing <i>2.1 Information technology around us</i>	CUSP Design Technology <i>Textiles Block A</i>	CUSP Art and Design <i>Drawing Block A</i>		
Week 5	History <i>Introduce Changes within living memory</i>	Computing <i>2.1 Information technology around us</i>	Computing <i>3.1 Connecting computers</i>	History <i>Britain's settlement by Anglo-Saxons and Scots</i>	History <i>Ancient Greece</i>	Geography <i>Introduce comparison study UK Europe N or S America</i>
Week 6		History <i>Introduce Significant local people, places and events</i>	History <i>Introduce Stone Age</i>		History <i>Introduce Bronze Age</i>	
Week 7	Computing <i>1.1 Technology around us</i>			Geography <i>Introduce Rivers</i>		CUSP Design and Technology <i>Food and Nutrition Block A</i>
Half term						
Week 1	Science <i>Continue Plants</i>	Geography <i>Introduce human and physical features, maps and compass directions</i>	CUSP Art and Design <i>Printmaking Block B</i>	Computing <i>4.1 The Internet</i>	History <i>Ancient Greece</i>	CUSP Art and Design <i>Drawing Block A</i>
Week 2	CUSP Art and Design <i>Painting Block B</i>	CUSP Design and Technology <i>Textiles Block A</i>	History <i>Introduce Iron Age</i>	Science <i>Introduce States of matter</i>	History <i>Ancient Greece</i>	Science <i>Light</i>
Week 3	Geography <i>Introduce continents and oceans, UK countries / capital cities and seas</i>	Science <i>Introduce Animals, including humans</i>	Computing <i>3.1 Connecting computers</i>		CUSP Design Technology <i>Mechanisms Block B</i>	
Week 4			Geography <i>Fieldwork to record human and physical features</i>	CUSP Design and Technology/ Computing <i>System Block B</i>		CUSP Art and Design <i>Painting and Collage Block B</i>
Week 5	Computing <i>1.1 Technology around us (iPads)</i>	CUSP Art and Design <i>Painting Block B</i>	CUSP Design Technology <i>Food and Nutrition Block B</i>	History <i>Introduce Vikings</i>	CUSP Art and Design <i>Printmaking Block B</i>	Computing <i>6.1 Internet communication (Laptops/Chromebooks)</i>
Week 6	Science <i>Revisit and retrieve Plants Y1</i>	CUSP Design and Technology <i>Food and Nutrition Block B</i>	Science <i>Introduce Animals, including humans</i>	Computing <i>4.1 The Internet</i>	Geography <i>Location and biomes</i>	CUSP Design and Technology <i>Mechanisms Block B</i>
Week 7	CUSP Design and Technology <i>Structures Block A</i>	Geography <i>Introduce a non-European study Amazon rainforest</i>	Flexible block	CUSP Art and Design <i>Painting Block B</i>	Science <i>School focus to revisit Properties and changes of materials / Animals, including humans</i>	Computing <i>6.1 Internet communication</i>
Christmas break						

Spring						
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Week 1	Science Introduce Animals, including humans	Geography Introduce comparison of small part of UK and a small part of non- European location	Geography Introduce UK study	Science Introduce Animals, including humans Teeth and function	Science Introduce Forces	Science Introduce circulatory system, heart, blood and vessels...diet, nutrient and water distribution
Week 2				Science Introduce Animals, including humans Human digestion		
Week 3		Geography Continue comparison of small part of UK and a small part of non- European location	Science Introduce Forces and magnets	CUSP Design and Technology Textiles Block C	Geography Introduce 4 and 6 figure grid references	CUSP Design Technology Food and Nutrition Block C
Week 4	CUSP Art & Design Printmaking Block C	Science Revisit Living things and habitats / Animals including humans				
Week 5	History Introduce lives of significant individuals	CUSP Design and Technology Mechanisms Block C	CUSP Art and Design Textiles and Collage Block C	Geography Introduce Latitude and Longitude	Computing 5.1 Sharing information	History Introduce The Windrush generation
Week 6	CUSP Design and Technology Food and Nutrition Block C	Computing 2.2 Digital photography	CUSP Design Technology Mechanisms Block C	CUSP Art and Design Printmaking and textiles Block C	CUSP Design and Technology Textiles Block C	CUSP Art and Design Printmaking and Textiles Block C
Half term						
Week 1	Computing 1.2 Digital painting (iPads)	CUSP Art and Design Printmaking Block C	Geography Continue UK study	Science Introduce Animals, including humans Food chains, producer, predators and prey	Geography Revisit and retrieve latitude and longitude with biomes and environmental regions	History Continue The Windrush generation
Week 2	CUSP Design and Technology Understanding materials Block D	Computing 2.2 Digital photography	CUSP Art and Design 3D Block D	Geography Introduce water cycle	Science Introduce Earth and space	Geography Introduce physical processes: Mountains, volcanoes and natural disasters
Week 3	History Continue lives of significant individuals	CUSP Design and Technology Understanding Materials Block D	Computing 3.3 Sequencing sounds	CUSP Design and Technology Structures Block C		
Week 4	Science Revisit and retrieve Animals, including Humans	Science Introduce Uses of Everyday materials	Computing 3.3 Sequencing sounds	Geography Continue Latitude and Longitude RESIDENTIAL	CUSP Art and Design 3D Block D	CUSP Art and Design 3D Block D
Week 5	CUSP Art and Design Textiles Block D		Science Introduce Light	CUSP Art and Design 3D and collage Block D	Computing 5.1 Sharing information	Science Introduce nutrients and water transported in animals, including humans
Week 6	Computing 1.2 Digital painting (iPads)	CUSP Art and Design Textiles and collage Block D	CUSP Design and Technology Food and Nutrition Block D	Computing 4.5 Photo editing (Laptops/Chromebooks)	CUSP Design and Technology Food and Nutrition (Block D - was F)	CUSP Design Technology Structures Block D
Easter break						

Summer							
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Week 1	CUSP Art & Design 3D Block E	History Introduce Events beyond living memory	History Introduce the Roman Empire and its impact on Britain	Geography Elaborate on Rivers: Nile and Amazon	Computing 5.6 Selection in quizzes	CUSP Art and Design Painting Block E	
Week 2	Science Introduce Everyday materials	History Continue Events beyond living memory	History Continue the Roman Empire and its impact on Britain	Computing 4.6 Repetition in games	CUSP Art and Design Painting Block E	Science Introduce Evolution and inheritance	
Week 3		Science Introduce Plants	History Continue the Roman Empire and its impact on Britain.	CUSP Art and Design Painting Block E	Science Introduce Living things and their habitats – life cycles		
Week 4	Geography Map and fieldwork skills		CUSP Art and Design Painting Block E	Science Introduce electricity		Science Introduce Living things and their habitats – life cycles	SATS Week History Local Study – Boot and Shoe Industry
Week 5	Computing 1.6 Programming animation	CUSP Design and Technology Food and Nutrition Block E	Science Introduce Y3 Plants	History Egypt - the achievements of the earliest civilizations	CUSP Design and Technology Structures Block E		CUSP Design Technology Electrical systems Block E
Week 6	CUSP Design and Technology Textiles Block E	CUSP Art and Design 3D Block E	CUSP Design and Technology Systems Block E	CUSP Design and Technology Electrical systems – Block E	History Maya - non-European society that provides contrasts with British history	Computing Web page creation	
Half term							
Week 1	Geography Introduce location of hot and cold climates in relation to the Equator	Computing 2.3 Robot animation	Science Continue Y3 Plants	History Egypt - the achievements of the earliest civilizations	History Maya - non-European society that provides contrasts with British history	Residential	
Week 2		CUSP Design and Technology Structures Block F	Computing 3.5 Desktop publishing	Geography OS Map skills and fieldwork		History Egypt - the achievements of the earliest civilizations	History Introduce chronological knowledge beyond 1066 – Study five significant monarchs
Week 3	CUSP Design and Technology Food and Nutrition Block F	Geography Fieldwork and map skills	Geography OS Map skills and fieldwork		Computing 4.6 Repetition in games	Science Living things and their habitats Revisit and retrieve 1 or 2	History Continue chronological knowledge beyond 1066 – Study five significant monarchs
Week 4	Science Revisit and retrieve plants, animals including humans and seasonal changes			Science Revisit Plants and Animals including humans	Art and Design Creative Response Block F	Science Introduce Sound	Computing 5.6 Selection in quizzes
Week 5	Computing 1.6 Programming animation	Science Revisit Animals, including humans	Science Revisit Animals, including humans		Design and Technology Food and Nutrition Block F	CUSP Design and Technology Mechanisms Block F was D)	Geography Introduce Settlements

Week 6	CUSP Art and Design <i>Collage Block F</i>	CUSP Art and Design <i>Creative response Block F</i>	Computing <i>3.5 Desktop publishing</i>	Art and Design <i>Creative Response Block F</i>	Geography OS maps and fieldwork	Science <i>Electricity</i>
Week 7	Flexible module for revisiting and retrieval	Computing <i>2.3 Robot animation</i>	Design Technology <i>Structures Block F</i>	Geography Map skills and environmental regions	CUSP Art and Design <i>Creative Response Block F</i>	CUSP Design and Technology <i>Textiles Block F</i>
Summer break						