

Subjects which are taught every week:

Maths, English, PE, Science, RHE, Spanish, Music

Subjects to block: Art, DT, History, Geography, RE, Computing

NB: History is taught in Autumn and Summer terms

Week	Subject	Topic Area	Key Skills	Key Vocabulary	Concept Threads
Week 1 - Tuesday 4th January	RE	Sikhism - Sacred and inspirational writings.	Explain what vows mean to me and others. Understand the significance of prayer. Apply ideas about religions and world views thoughtfully. Investigate Sikh symbols and sayings. Understand how sayings impact people's lives	Guru Granth Sahib, Guru Gobind Singh, 5Ks (Kalsa, Kachera, Kara, Kirpan, Kangha). Guru • Granth • Sahib • Gurmukhi • Rumala • Respect • Chauri • Granthi • Akhand • Ik • Onkar Granthi • Path • Gurmurkhi	Holy book, symbols, celebration, place of worship, holy figures, stories, theology
Week 2 - 10th January	ART	Pattern and shape/Line and tone Texture -Resist/textiles Colour through painting -Monochrome	Able to use a sketchbook to collect, research patterns / shape / cultural differences / similarities (Greeks) (Pattern and shade)	pattern, shape, line, tone, hue, monochrome, mixed media, sketch, crosshatch, primary colours, secondary colours, tints, textiles, dye	expression, culture, technique, interpret, contrast, colour and tone, perspective, creativity, line and shape



			Able to use		
			sketchbooks to plan		
			and organise work.		
Week 3 - 17th January	ART	see above	Can produce a resist	see above	see above
			textile, showing		
			understanding of		
			resist method.		
			(Pattern and shade)		
			Can produce varied		
			monochrome tones		
			(Colour through		
			painting)		
Week 4 - 24th January	ICT	Decoding and	Can use and combine a	design, create,	programming,
		Computational	range of programs on	rule-based, algorithm,	debugging,
		Thinking (Scratch)	multiple devices.	sequence, debug,	researching, problem
			Can design and create	program, control, trial,	solving, e-safety,
		Crytographers and	programs on a	error, decomposition,	algorithms, analysing
		Cracking Codes	computer in response	repetition, error,	data, digital footprint,
			to a given goal.	reason,	editing and publishing
			Can design, write and		
			debug a program using		
			a block language based		
			on their own ideas.		
			Can experiment with		
			computer control		
			applications.		
			Can plan a solution to a		
			problem using		
			decomposition.		



					Alway	ys Prepared
			Can use sequence,			
			selection and			
			repetition in programs.			
			Can write a program			
			that accepts keyboard			
			and mouse input and			
			produces output on			
			screen and through			
			speakers.			
			Can explain a			
			ruled-based algorithm			
			in their own words.			
			Can use logical			
			reasoning to detect			
			errors in algorithms.			
Week 5 - 31st January	Geography	Wonders of the natural	<u>begin</u> to suggest	Geology, Human	sustainability, diver	sity,
		world. (Geology,	questions for	Geography, Physical	environment, physi	cal
		climate zones and	investigating,	Geography,	world, human worl	d,
		biomes)	begin to use primary	Topography,	place and space, sc	ale,
			and secondary sources	Plate Tectonics, Alfred	interconnection,	
			of evidence in their	Wegener, Core, Mantle,	fairness and equalit	ty,
			investigations,	Crust, Convection,	conflict, patterns,	
			investigate places with	plate-boundary,	continuity and char	nge
			more emphasis on the	convergent, divergent,		
			larger scale;	transform, subduction,		
			contrasting and distant	Volcano, Earthquake,		
			places,	Tsunami, Forces,		
			analyse evidence and	pressure, build-up,		
			draw conclusions (e.g.	release,		
			compare historical	Zonality, Climate Zones,		
			maps of varying scales	Vegetation Zones,		
			e.g. temperature of	Biomes,		
			various locations -			



					Always Prepared
Week 6 - 7th February	Retrieval practice. Trip and Finish up ideas (as class): Croydon Gurdwara? Ludoquist (Games Cafe)		influence on people/everyday life), begin to draw a variety of thematic maps based on their own data, draw a sketch map using symbols and a key		
		HALF	TERM		
	T	T	T	T	
Week 1 - 21st February	DT	Design and Make an electrical board game (Mechanism and Electronics)	understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]; use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose and aimed at particular	circuit, electricity, components, crocodile clips, switch, loop, buzzer, motor, battery, cell, mechanics, mechanism, sketch, annotate, diagram, prototype, pattern, goal, purpose, design cycle, feedback, research, annotate, adapt,	marketing, research, design, innovate, annotate, design, functionality, test evaluate, adapt, creativity, implement, aesthetics,



			individuals or groups; generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design (CAD); understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages];		
Week 2 - 28th February 3/3 World Book Day	DT	Design and Make an electrical board game (Mechanism and Electronics)	see above	see above	see above
Week 3 - 7th March	Geography	Global warming and energy preservation	begin to suggest questions for investigating, begin to use primary and secondary sources of evidence in their investigations, investigate places with more emphasis on the	Global Warming, emission, fossil fuel, renewable energy, Sustainability, Responsibility, Preservation, long-term, short-term effects, climate, weather, sea-level,	sustainability, diversity, environment, physical world, human world, place and space, scale, interconnection, fairness and equality, conflict, patterns, continuity and change



			larger scale; contrasting and distant places, Collect and record evidence unaided, analyse evidence and draw conclusions (e.g. compare historical maps of varying scales e.g. temperature of various locations - influence on people/everyday life), compare maps with aerial photographs,	carbon dioxide, methane, greenhouse gases, tipping point, IPCC, Pleistocene, Holocene,	
Mook A 14th March	CTEM avalore diverse	TDC	TBC	TBC	TBC
Week 4 - 14th March	STEM - explore diverse	TBC	IDC	IDC	IDC
SCIENCE WEEK	Scientist in a creative				
Week 5 - 21st March	ICT	Geometry & Art (Inkskape)	Use a range of computer programs, Work collaboratively, Design, plan and create on a computer to a given goal, Use decomposition, sequencing, selection and repetition, use logical reasoning to detect and fix errors,	geometry, art, tessellation, algorithm, repetition, sequence, control, design, diagram, annotate, trouble-shoot, detect, decompose, fix	programming, debugging, researching, problem solving, e-safety, algorithms, analysing data, digital footprint, editing and publishing
Week 6 - 28th March	Geography	Case-Study Scandinavia (incl. water cycle)	begin to suggest questions for investigating,	Geology, Human Geography, Physical Geography, Topography,	sustainability, diversity, environment, physical world, human world, place and space, scale,



					Always Prepared
			begin to use primary	plate-boundary,	interconnection,
			and secondary sources	fold-mountains,	fairness and equality,
			of evidence in their	Climate Zones,	conflict, patterns,
			investigations,	Vegetation Zones,	continuity and change
			investigate places with	Biomes, glacier,	
			more emphasis on the	Global Warming,	
			larger scale;	emission, fossil fuel,	
			contrasting and distant	renewable energy,	
			places,	Sustainability,	
			Collect and record	Responsibility,	
			evidence unaided,	Preservation,	
			analyse evidence and	long-term, short-term	
			draw conclusions (e.g.	effects, climate,	
			compare historical	weather, sea-level,	
			maps of varying scales	carbon dioxide,	
			e.g. temperature of	methane, greenhouse	
			various locations -	gases,	
			influence on		
			people/everyday life),		
Week 7 - 4th April	RE	Christian lifestyle and	Enquire into and	Jesus, resurrection,	Holy book, symbols,
		celebration (Easter	interpret ideas, sources	crucifix, Easter,	celebration, place of
		through art)	and arguments.	Christian, Church,	worship, holy figures,
			Communicate	bible, artist, depiction,	stories, theology
			responses through	story,	
			different modes of		
			expression.		