Years 5 and 6 Curriculum Overview 2018 -19 (Foundation Subjects)

	Term 1 ME AND MY WORLD	Term 2 LONG, LONG AGO WW2	Term 3 ACTIVE PLANET UK Base	Term 4 TIME TRAVEL The Time Machine	Term 5 EVERYONE'S ENVIRONMENT	Term 6 ALL THE WORLD'S A STAGE
ART & DESIGN	To create sketch books. To improve their mastery of art and design techniques, (drawing and painting).	To improve their mastery of art and design techniques, (painting and charcoal). To be taught about great artists in history.	To improve their mastery of art and design techniques, including drawing, painting.	To improve their mastery of art and design techniques, including drawing, painting and sculpture with clay. To find out about great architects in history.	To create sketch books to record their observations and use them to review and revisit ideas.	To create sketch books to record their observations and use them to review and revisit ideas.
COMPUTING	To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	To use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	To select, use and combine a variety of software to create content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	To understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

DESIGN & TECHNOLOGY	Understand the principles of a healthy and varied diet.	To select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] accurately.	Understand how key events and individuals in design and technology have helped shape the world.	Use research to develop design criteria to inform the design of innovative, functional and pleasing products that are fit for purpose.	Evaluate and analyse a range of existing products. Understand how key events and individuals in design and technology have helped shape the world.	Understand and use electrical systems in their products.
GEOGRAPHY			Term 3 Name and locate counties and cities of the UK, geographical regions and their identifying human and physical characteristics, key topographical features and understand how some of these have changed over time. Use maps, atlases and computer mapping to locate countries and describe features studied. Use the eight points of a compass and six figure grid references, symbols and keys to build knowledge of the UK and wider world.		Term 5 To use human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water. Understand geographical differences through the study of a region of the UK, a region in a European country and a location in North America.	
HISTORY	Term 2 Pupils will continue to develop a chronological secure knowledge and understanding of British and local history. Pupils will construct informed questions that involve thoughtful selection and organisation of relevant historical information. Understand how knowledge of the past is constructed from a range of sources.		Term 4 Pupils will continue to develop a chronological secure knowledge and understanding of British and local history. Pupils will study the changing power of monarchs from 1066. Pupils will follow the development of housing, farming, crime and medicine from 1066 and beyond.			