

PHYSICAL EDUCATION

Netball (Autumn 1) / Hanball (Autumn 2)

- Passing and moving skills to keep possession and to create opportunities to shoot and score.
- Create simple tactics for creating space and keeping possession.
- Understanding of the footwork rule and how they can be more effective with their feet to increase the speed and fluidity of their movements.
- Learn how to defend (mark) when they are not in possession.
- Learn how to shoot

Gymnastics – Levels and Direction (Aut 1) / Bridges (Aut 2)

- Explore creating sequences on the floor using a range of movements that flow and incorporate a change in level including using apparatus.
- Apply unison and canon to their performances to challenge their creativity.
- develop sequences that include a change of direction on apparatus.

COMPUTING

- Coding –Scratch – Smoking Car game
- Seesaw
- Pic Collage
- E-safety



MUSIC
Sing-up



The Pink Panther

Exploring The Pink Panther theme and creating sound effects and composing a short storyboard of events and the accompanying music.

My Fantasy football team

Playing and composing with crotchets, quavers, and minims with improvisation and group performances.

Invaders and Settlers:
Anglo-Saxons and Vikings



HISTORY

Autumn 1 – Anglo Saxons

- To understand what is meant by invasion and settlement.
- The Anglo-Saxon invasion of Britain.
- Understand how the Anglo Saxons lived.
- The Anglo-Saxon discovery at Sutton Hoo.
- Anglo-Saxon Art.
- Anglo-Saxon writing.
- The conversion to Christianity.

Autumn 2 – Vikings

- To know where the Vikings came from.
- Norse mythology and creation - The Viking universe.
- Gods and Beliefs -Mythology.
- Compare the significance of Anglo-Saxon kings during the Viking period.

ART & DESIGN

Focus skill- Drawing

- Using Shoo Rayner's work for observation and inspiration.
- Drawing Anglo-Saxon and Viking snake knots.
- Drawing dragons and long ships.
- Introducing the concept of negative space.
- Using sketch books.



DESIGN & TECHNOLOGY

Mechanical Systems – Mechanical Cars

- Describe key design improvements in the history of the automobile.
- Measure and compare the distance travelled by different mechanical cars.
- Choose and use appropriate tools and materials to make mechanical cars.
- Draw exploded diagrams and annotated sketches of different mechanical cars.
- Identify the design criteria.
- Assess the product against the design criteria.
- Conduct market research into existing products.
- Provide specific feedback and adjust my design.

FOREIGN LANGUAGE - French
Language Angels



Presenting myself - Je me Présente
The Family - En Famille