



Curriculum overview 2020/2021

Years 1 and 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A	Memory Box	Wriggle and Crawl	Bright Lights, Big City	Muck, Mess and Mixtures	Land Ahoy	Enchanted Woodland
Memorable experience	Teddy bears' picnic	Visit local woodland, heathland or countryside area to do a Minibeast hunt.	Tea with the Queen	Messy mixtures morning	Make a boat, sink a ship and sing a sea shanty! Grace Darling Museum visit	Visit a local woodland
Innovate challenge	Special memories box	Lifecycle presentation	Marley the meerkat's trip to London	Big messy art exhibition	Search the school grounds for Captain Greenbeard's treasure	A woodland party for Mr Fox
Main Learning Themes	<p>English: Recounts Diary writing Rhymes and mnemonics Descriptions Information books</p> <p>Geography: Fieldwork in the local environment</p> <p>History: Changes within living</p>	<p>English: Lists and Leaflets Instructions Reviews & information books Poetry Writing for different purposes.</p> <p>Science: Living Things and their Habitats Animals, including Humans</p>	<p>English: Recounts labels & captions Adventure Narrative Instructions E mails</p> <p>Science: Everyday materials Working scientifically</p> <p>Geography: Countries and capital</p>	<p>English: Labels, lists and captions. Recipes Poetry Narrative Leaflets</p> <p>Science: Everyday Materials Working Scientifically</p> <p>Art and DT:</p>	<p>English: Narratives Information books Descriptions Poetry Postcards</p> <p>Science: Everyday materials Working scientifically</p> <p>Geography: Using and making</p>	<p>English: Recounts Information books & letters Lists & instructions Narratives</p> <p>Science: Plants and animals Identifying and classifying</p>

	memory	Working Scientifically	<p>cities of the UK (London focus); Using locational language; Using maps; Geographical similarities and differences</p> <p>History: Great Fire of London</p>	<p>Printing Food landscapes Mixed media pictures and collages Colour mixing Using clay Food tasting Origins of food Healthy meals Following recipes Designing an outdoor kitchen</p>	<p>maps Location knowledge Using and giving direction</p> <p>Art and Design: Observational drawing and printing</p> <p>ICT: Programming and using presentation software</p> <p>D&T: Mechanisms and structures</p> <p>History: Significant historical people- Captain James Cook and Grace Darling The sinking of the Titanic</p> <p>Music: Sea shanties</p>	<p>Geography: Making maps</p> <p>Art and DT: Working with natural materials</p> <p>Drawing and painting Building structures Making party food</p>
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Cycle B	Dinosaur planet	Moon Zoom	Splendid Skies	Street Detectives	The Scented Garden	Beachcombers
Memorable experience	Visit a natural history museum to see real life dinosaur bones, models and fossils. Hancock Museum visit/ Walking with dinosaurs	Alien Crash	Nature's treasures walk	Become street detectives! Explain that the children are detectives looking for clues about the past and the present to find out about changes that have taken place in the area over the years.	Visit to a garden centre or florist	Seaside Visit/ Rock Pooling
Innovate challenge	Share your dino knowledge with another class – or even another school! Open your own dinosaur museum or exhibition and help others understand more about these fascinating creatures.	Help the alien find his way.	Flying balloons	Respond to the Lord Mayor's letter to improve the community	Make a fragrant gift	Create a sea creature
Main Learning Themes	English: Fact files Poetry and riddles Non-chronological reports Narrative Writing for different purposes	English: Posters Character profiles Non-chronological reports Adverts Science fiction	English: Recounts Performance Poetry Postcards Non-chronological reports	English: Recounts and captions Nursery rhymes Instructions Adverts Diary writing	English: Recounts; Non-chronological reports; Instructions; Narrative; Information books	English: Labels, Lists and captions; Tongue twisters Narrative Letters Non-fiction books

	<p>History: Events beyond living memory Significant individuals- Mary Anning</p> <p>Art and Design: Large and small scale modelling</p> <p>ICT: Programming a floor robot Stop motion animation</p> <p>DT: Design and making</p> <p>Geography: Locating continents and oceans</p> <p>Music: Percussion</p> <p>PE: Dance and tactile games</p> <p>Science:</p>	<p>Science: Properties of everyday materials Working scientifically</p> <p>History: Significant people - Astronauts; Changes within living memory</p>	<p>Science: Seasonal changes</p> <p>Geography: Seasonal and daily weather patterns</p> <p>History: Significant individuals - Sir Francis Beaufort</p>	<p>History: Changes within living memory Local significant people Places and events in the local area- farmers market</p> <p>Art and Design: Famous local artists Painting, drawing and collaging views from the local area</p> <p>ICT: Photo stories Algorithms</p> <p>D&T: Selecting tools and materials Baking form Farmers Market Sign making Designing building</p> <p>Geography: Fieldwork in the local area Human and physical</p>	<p>Science: Plants</p> <p>Geography: Plants in the local environment Plants of the world</p> <p>Art and DT: Observational Drawing Sculpture Flower-pressing Famous Artist Van Gough Making fragrant products</p>	<p>Science: Habitats Living and Non-living Things Food Chains Basic Needs of Animals; Working Scientifically</p> <p>Art and DT: Sketchbooks; 3-D modelling Sand art Seascapes Finger puppets</p>
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	Plants and animals			features Using and making maps with keys Looking at aerial images Science: Identifying everyday materials Identifying plants in the local area P.E: Measurement and statistics		
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Years 3 and 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A	Tribal Tales	Potions	Gods and Mortals	Blue Abyss	Tremors	Burps, Bottoms and Bile
Memorable experience	Discover a prehistoric site in the local area by studying Ordnance Survey maps and searching online. Before visiting, ask the children to use a range of resources, including maps, plans, websites and aerial images, to find out as much as they can about the site and share information through discussion. Visit Castlerigg	Alice in Wonderland discovery trail	Meet Zeus	Visit the aquarium at Tynemouth to gain a unique insight into the world of the deep. Observe aquatic life, finding out about the different species that live in the depths of the world's seas and oceans.	Take part in a rock hunt, unearthing rocks, stones and fossils from an interesting outdoor location such as the seashore, a river bed, or a rocky outcrop.	Visit a local dentist
Innovate challenge	You can choose to use earth, timber or stones to build it, but it must face the direction in which the sun rises. You must	Create a potion	Pandora's Box	To promote the beauty and magic of the world's oceans, you have been asked by the Ocean Conservation Society to create a 3-D	Write a letter with urgent concern	Make a model of the digestive system

	work together as a tribe to construct your monument.			art exhibition about the intriguing phenomenon of bioluminescence in deep sea creatures!		
Main learning themes	<p>English: Information books Adventure narrative Fact files Letters Poetry using similes and metaphors</p> <p>History: Pre-historic Britain from Stone Age to Iron Age</p> <p>Art and Design: Neolithic art Clay beakers Iron age jewellery D&T: Tool design and making Building structures</p> <p>Geography: Field work Human and physical</p>	<p>English: Labels & Instructions Letter writing Play scripts Non-chronological reports Classic poetry</p> <p>Science: States of matter</p> <p>History: Historic use of potions</p> <p>Art and Design: Design Clay work Crayon art Photography</p> <p>DT: Product development</p> <p>Music: Improvising</p>	<p>English: Character profiles Diary writing Instructions and commands Myths and Legends Character descriptions</p> <p>History: Ancient Greece</p> <p>Art and Design: 3D Sculptures Greek art and design</p> <p>ICT: Using presentation software</p> <p>D&T Moving parts Model making</p> <p>Geography:</p>	<p>English: Poetry using personification Dilemma stories Biography Persuasive letters Ballads</p> <p>Art and design: Observational drawings 3D models Clay sculptures Anthony Gormley Boutiques art Printing Famous seascapes</p> <p>ICT: Programming Video editing Multimedia presentations</p> <p>D&T: Submarine design</p>	<p>English: Recounts Historical narrative Narrative using personification Newspaper reports Poetry</p> <p>Geography: Volcanos and earthquakes</p> <p>Art and design: Sculpture Photography</p> <p>ICT: Presenting information</p> <p>D&T: Structures</p> <p>History: Ancient Rome Pompeii</p>	<p>English: Fact files Explanations using idioms Fantasy narrative Slogans Persuasive texts</p> <p>Science: Teeth types Tooth decay and hygiene Digestive system Working scientifically</p> <p>ICT: Digital images Algorithms Videos</p> <p>D&T: Healthy foods Textiles Working models</p>

	<p>geography Using maps and aerial images</p> <p>Science: Plants, light and working scientifically</p>	<p>Performing</p> <p>PE: Dance Invasion Games Swimming</p> <p>ICT: E safety <i>Cyber bullying</i></p> <p>Presenting information</p>	<p>Ancient and modern day Greece Geographical features Using maps</p> <p>PE: Athletics Battle formation Dance</p>	<p>Working models</p> <p>Geography: Seas and oceans of the world The great barrier reef Environmental issues</p> <p>History: 19th Century ocean exploration</p> <p>Science: Living things and their habitats Animals including humans Working scientifically</p>	<p>Music: Composition</p> <p>PE: Outdoor and adventure challenges</p> <p>Science: Rocks</p>	<p>Music: Composing lyrics</p>
Cycle B	1066	Predator	I am Warrior	Urban Pioneers	Traders and Raiders	Scrumdiddlyumptious
Memorable experience	Choose children to play Harold and his challengers. Backed by a council of advisers (the Witan), each challenger and Harold should present their claim to the throne.	Organise an animal experience so that children can observe a range of predatory birds, insects, reptiles, amphibians and other animals. Invite an animal expert or ranger to run a hands-on workshop, talking about	Invaders! Divide the children into two groups and give each a different coloured tag. Tell one group they are the Celts, tribespeople who lived in England over 2000 years ago.	Let the children get a multisensory feel for busy, buzzing urban life! Hop on public transport and take a trip to the local city or town centre. Visit important buildings such as the city or town hall, main square	Challenge the children to make their own sailing boats, big enough to carry them and their fellow Saxons along with all their weapons, tools, belongings, supplies and farm animals.	Visit a local shop or supermarket to find out about different types of food sold, reading signs and labels to find out where produce is from. Choose a selection of fresh fruits and vegetables

		each of the animals and encouraging the children to observe how they move and feed.	The second group are Romans, a vast and sophisticated army who have travelled from Italy to invade Great Britain.	and tourist office, and make a simple sketch map of their route using symbols and a key.	Each boat must seat at least eight oarsmen, with room for some supplies, and be strong enough to fend off attacks!	that can be brought back to the classroom to investigate.
Innovate challenge	Design a castle	Combine plants, animals and humans to make the ultimate predator.	Join our legions, footmen and cavalry with Pugio and Gladius aloft, to invade and conquer.	Urban artists create art about where they live. It often reflects their experience, opinions and passion for city life. As part of the New Urban Art movement, you have been commissioned to create an exclusive piece of collaborative art. Use your creativity to show how you feel about your town or city.	Although the Vikings and Anglo-Saxons were at loggerheads most of the time, they actually had much in common. Both civilisations contained farming people, warriors and raiders who were determined to conquer new lands. Today is a rare occasion! The Vikings and Anglo-Saxons are meeting at a Trade Fair to talk, share expertise and trade their wares.	We are currently seeking ideas for a range of fresh and tempting new smoothie recipes to add to our existing menu, to be sold in our worldwide stores. Winning applicants will have the opportunity to become part of our highly regarded design and development team - create an award winning smoothie!

<p>Main learning themes</p>	<p>English: Job applications, Kennings, Diaries, Play-scripts, Letters</p> <p>History: 1066-The Norman Conquest</p> <p>Art & Design: The Bayeux Tapestry, Drawing, Embroidery</p> <p>Computing: Searching the web, Online maps, Creating presentations</p> <p>D&T: Making Norman helmets, Designing drawbridges and castles, Making a Domesday Book</p> <p>Geography: Human and Physical features in the local area</p>	<p>English: Recounts, Leaflets, Poetry, Dilemma stories, Speeches</p> <p>Science: Food chains, Fossils, Plant parts and function, Water transportation in plants, Skeletal systems, Working scientifically</p> <p>Art & Design: 3-D scale models</p> <p>Computing: Algorithms, Flow diagrams, Online research, Using logical reasoning, Graphics software, Digital presentations</p> <p>D&T: Selecting and using materials (collage and textiles)</p> <p>Geography:</p>	<p>English: Soliloquies, Historical narrative, Play scripts, Instructions, Invitations and menus, Letters</p> <p>History: The Roman Empire and its impact on Britain</p> <p>Art & Design: Drawing, Sculpture, Mosaic, Jewellery making</p> <p>D&T: Shields and helmets, Roman food, Roman design</p> <p>Geography: Comparing Britain and Italy, Using maps, Locational knowledge, Human and physical geography</p>	<p>English: Leaflets, Free verse poetry, Autobiography, Email, Signs and slogans</p> <p>Art & Design: Photography, Graffiti art, Observational drawing</p> <p>Computing: Digital maps, Programming, Audio recording, Using search engines effectively</p> <p>Geography: Geographical skills and fieldwork</p> <p>History: A local history study</p> <p>PSHE: Being safe, Presenting own opinions</p>	<p>English: Reports, Character profiles, Myths and Legends, Poetry, Historical narrative</p> <p>History: Anglos Saxons and Vikings</p> <p>Art and Design: Patterns and print making</p> <p>Computing: Animation, Digital images</p> <p>D&T: Jewellery and weapon making, Models of Anglo-Saxon homes, Clay rune stones</p> <p>Geography: Using maps, Settlements, Europe</p> <p>Music:</p>	<p>English: Recounts, Recipes and Instructions, Nonsense poetry, Non-chronological reports, Adverts</p> <p>D&T: Cooking and nutrition</p> <p>Art & Design: Sculpture Computing: Web searches, Emails</p> <p>Geography: Food miles and fair trade</p> <p>History: Significant individuals- James Lind</p> <p>Languages: Food vocabulary</p> <p>Music: Vegetable orchestra</p> <p>PE:</p>
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	<p>Mathematics: Data handling</p> <p>PE: Target games, Attacking and defending games</p> <p>PSHE: Dealing with conflict</p>	<p>Fieldwork, Using maps to locate countries and continents.</p> <p>PE: Comparing performances, Competitive games (attack and defence tactics)</p>	<p>PE: Competitive games, Building strength and agility</p> <p>PSHE: Recognising achievements</p>		<p>Singing and composing lyrics</p> <p>PE: Competitive games, Attack and defence skills</p>	<p>Exercise</p> <p>Science: Nutrition</p>
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Years 5 and 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A	Pharaoh's	Gallery Rebels	Peasants, Princes and Pestilence	ID	Off with her head	Revolution
Memorable experience	Dim the lights, wait for quiet and roll your sleeves up to create a shadow play mummification scene!	Visit a local or national art gallery to view an art exhibition. Engage in conversations about work seen, discussing artistic features such as composition, colour, form and meaning.	Meet 'Pestilence' (a hooded and shady character spoiled with foul-smelling boils and revolting sores) and hear his tragic tale of death and destruction. Encourage children to listen carefully, asking questions to find out who, where,	Meet John Doe! He is an unidentified male figure with no distinguishing features. He has no identity of his own and needs help to create his own persona, drawn from the best features of those he meets. He carries a bag in which he collects traits and	Meet the ailing figure of Elizabeth I as she speaks from her deathbed in front of an imposing portrait of her beloved father, King Henry VIII. She waits until she cannot be overheard... then reveals a miniature portrait of her	Visit a Victorian classroom or living history centre to experience what school was like for children in Victorian times. Write on slates, learn the three 'Rs' and take part in practical lessons such as woodwork, cooking and sewing. Find out about the daily routines

			<p>what and why. Pestilence could also have a pet rat by his side and a range of artefacts to show, including medicinal herbs and a cross. Encourage the children to probe the meaning of these.</p>	<p>features, and uses these to generate a new (if a little mixed up) identity. When the children hear John Doe's sorry tale, encourage them to offer him a slip of paper on which they have written down their best feature or trait. Explain to John Doe why they have offered him that feature. John Doe could be a visiting adult wearing a featureless mask or even a plain morph suit hired from a local fancy dress shop!</p>	<p>mother, Anne Boleyn, executed on the orders of her own father when Elizabeth was just two years old. Elizabeth is still desperate to know the truth about her parents' disastrous relationship and whether her mother was really guilty. Can you help her?</p>	<p>of the Victorian school day and make comparisons with life in schools today. Children should come dressed in role and be prepared to be punished for any sniggering or unruly behaviour! Back at school, look back at photographs of the day and remember important learning points about Victorian schools.</p>
Innovate challenge	<p>My name is Ramose and I work here in the Beautiful House preparing bodies of the rich for their journey into the afterlife. My usual assistant, Ammit, is a little under the</p>	<p>I'm working on a fun, miniature section of the exhibition to attract a younger audience called 'Suspended Treasures'. I need lots of exhibits! Could you help me? You'll need to use your science skills as well as your art skills! Let</p>	<p>Scientists worked tirelessly overnight, excavating the group of bodies carefully. However, passers-by were concerned to see that the scientists appeared to be working without</p>	<p>A teaching assistant's handbag has been taken from the school staff room. When police arrive on the scene the room is in a mess, coffee cups are everywhere and coats and bags are strewn about the floor.</p>	<p>Meet the tragic figure of Queen Anne Boleyn, speaking from her room in the Tower. She has been arrested, and is about to stand trial in front of 2000 spectators.</p>	<p>It is 1851, the year of the Great Exhibition at the Crystal Palace. Queen Victoria is holding an end-of-exhibition dinner, which will be attended by some of the richest and most influential politicians</p>

	<p>weather and so I'm asking for your help.</p> <p>I am expecting the arrival of the body of a young wealthy male. I will prepare his body but would ask you to do the rest. I will oversee the quality of your work.</p>	<p>me know if you're interested and how you get on!</p>	<p>masks. Professor of Bacteriology, Bob Bailey told us, 'This bacteria has lain dormant for over 700 years, the public do not have to worry about anything'. The Museum of London Archaeology hopes to rebury the bodies on the site or at a cemetery.</p> <p>On leaving the excavation site, Bob Bailey begins to feel a little unwell. Sniffing and sneezing he makes his way home on the London Tube.</p>	<p>The police have surveyed the scene and say there is little they can do. Look at the crime report below and decide what you would do.</p>	<p>Find out who she thinks has framed her and what she thinks of her husband, King Henry VIII.</p> <p>Next, Henry has his turn to speak and present his case. He wants you to support him and rid both him and his country of this wicked traitor who has borne him no heir.</p> <p>Whose side will you take on this reopened case?</p>	<p>and businessmen of the time!</p> <p>In keeping with the nature of the exhibition, she has decided to invite extra guests who are promoting special social and industrial causes. She has given her royal permission for each of these guests to have two minutes in which to present their cause to the party and attract sponsorship and investment.</p> <p>This is a fantastic opportunity to persuade the Queen and other people of influence to help you with your cause... over to you!</p>
<p>Main learning themes</p>	<p>English: Chronological reports, Fact files, Research skills, Mystery stories,</p>	<p>English: Research, Short narrative, Expressionist poetry, Surrealist narrative, Explanations</p>	<p>English: Narrative using personification, Journals, English poetry, Persuasive</p>	<p>English: Descriptions/ narrative, Non-chronological reports, Adverts, Facts and opinions/ tributes,</p>	<p>English: Biographies, Poetry and riddles, Newspaper reports, Persuasive letters,</p>	<p>English: Non-chronological reports, Historical fiction, Biographies, Limericks, Diary</p>

	<p>Play scripts</p> <p>History: Ancient Egypt</p> <p>Art & Design: Drawing artefacts, Headwear, Hieroglyphic amulets</p> <p>D&T: Clay water carriers, Egyptian food, Model tombs and pyramids</p> <p>Geography: Human and physical features of Egypt, The River Nile, Tourism</p> <p>PSHE: Moral issues, Customs and beliefs, Role playing Egyptian citizens</p>	<p>Art & Design: Great artists of the 19th and 20th centuries</p> <p>Computing: Collecting, evaluating and presenting information</p> <p>D&T: Selecting and using tools and materials</p> <p>Geography: Locational knowledge</p> <p>Music: Listening, improvising and composing</p> <p>P.E: Dance</p> <p>PSHE: Emotions</p> <p>Science: Light</p>	<p>speech, Letters</p> <p>History: 14th Century England</p> <p>Computing: Collecting, evaluating and presenting data and information</p> <p>D&T: Sketch books, Printmaking, Historical recipes</p> <p>Geography: Using maps</p> <p>Music: Composing and singing</p> <p>PE: Dance, Historical games, Battle re-enactment</p> <p>Science: Working</p>	<p>Calligrams</p> <p>Science: Classification, Families and inheritance, Working scientifically</p> <p>Art & Design: Portraiture and figurines</p> <p>Computing: Select, use and combine a variety of software, Photo stories , E-Safety</p> <p>D&T: Using tools, Design, Fashion and clothing</p> <p>Geography: Local community</p> <p>History: Social reformers</p> <p>Music: Appraising, Listening to voices</p>	<p>Dialogues</p> <p>History: The Tudors</p> <p>Art & Design: Portraits, Sketching Tudor fashions, 3D Modelling</p> <p>Computing: Research, Data handling, Presentation</p> <p>Geography: Historic maps</p> <p>Music: Tudor music, Composition</p> <p>PE: Tudor dance</p> <p>PSHE: Rules and consequences</p>	<p>writing/ Journals</p> <p>History: The Victorians</p> <p>Art & Design: Artists of the Victorian period, Printing</p> <p>Computing: Digital photography</p> <p>D&T: Victorian home craft, Model building</p> <p>Geography: Cities and transport in Victorian times, Using maps</p> <p>Music: Victorian parlour songs</p> <p>PE: Exercise</p> <p>PSHE: Reflecting on achievements</p>
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			scientifically, Living things	PE: Physical challenges PSHE: Identity, Personal views and opinions, My place, Recognising strengths		Science: Electricity
Cycle B	Scream machine	Alchemy Island	Hola Mexico	Allotment	Frozen Kingdom	A Child's War
Memorable experience	Hold on tight and get ready to roll! Take the children on a class visit to a fairground, theme or adventure park and invite parents and carers along to help. Encourage children to go on or watch rides that swing, spin, roll and loop. Can they investigate and take photos of the rides' mechanisms? How do the different rides work and what forces are at	Dim the lights and play some eerie music to create a magical atmosphere as you welcome the Chief Alchemist's apprentice into your classroom. Under his arm, he carries a golden box containing a map, a key for the map, a riddle and a range of scientific samples from a magical place called Alchemy Island. Wait for the Chief Alchemist's apprentice to read the riddle and give the children their first task. Can they work out	Listen to and watch a traditional Mexican musical performance, such as the mariachi or ranchera. Encourage the children to move their bodies freely to the music, using percussion such as tambourines, maracas and hand drums to accentuate and drive their movement. After all that exertion, take a refreshing sip of Latin limeade or a cool sangrita made from tomato and	Visit a local allotment site to observe what the local community members are growing and how the land is used. Notice the structures created on the allotment plots: you'll probably spot greenhouses, storage sheds and growing frames. Pre-arrange with an allotment holder who is willing to meet the children and share their passion for allotment work. On site, take photographs, draw sketch maps and ask questions of those	Make a giant iceberg! Freeze water in a large balloon or clear plastic bag overnight. Once frozen, remove and place in a large container of water. Observe how the iceberg sits in the water and how it changes over time.	Imagine leaving home for an unknown period of time, packing your belongings in a small box, no bigger than a shoe box. Ask children to think carefully what they would need and to bring their box of belongings into school.

	<p>play? Ask them to explain how the rides affect their bodies, describing the impact of different forces. Make sure that they soak up the atmosphere, including the whiff of hot dogs and the screams of delight. It's going to be a fun-packed day, so remember to capture the excitement with a digital recorder. If a real visit isn't possible, replace it with the Computing activity on page 5.</p>	<p>where their journey begins?</p>	<p>orange juice! Music is very important in Mexican culture and is always part of a celebration, whether big or small. Remember to take lots of video footage and digital photographs to record and remember the experience!</p>	<p>who tend the land. Find ways to measure the perimeter of different plots. Perhaps the children can join in with some digging, weeding, planting, propagating and harvesting! Take samples of food grown at the allotments back to school to taste and enjoy.</p>		
Innovate	<p>Engineers should design a model ride that:</p> <ul style="list-style-type: none"> • can carry two people in a single carriage 	<p>The UK's largest video game company is making a new game based on your adventure on Alchemy Island. The game needs a soundtrack that will wow</p>	<p>To be held at Chichén Itza temple on the third day of the new moon. Your village is invited to play for the gods, in a</p>	<p>Farmers' Markets, where local farmers and growers can sell their produce directly to the public, are increasingly popular in</p>	<p>S.O.S Urgent Memo FAO: Rescue staff @ Ice Station 54 You have a window of 12 hours maximum to devise</p>	<p>War is Over! 'Yesterday morning, at 2:41am, at General Eisenhower's Headquarters, General Jodl, the representative of the German High</p>

	<ul style="list-style-type: none"> • uses a cam, pulley or geared mechanism • includes safety features that protect the rider. <p>Submissions must be in the form of a working prototype, with a range of evidence that proves it can protect two uncooked eggs from breaking on a test ride. Submissions must include any data from test results and photographic evidence. Shortlisted design teams will receive a visit from an engineering representative.</p>	<p>gamers as they play their way through the trickiest levels. Use your experience and the skills you've learnt to recreate the magic of Alchemy Island with sounds and music. Then pitch your ideas to the game company's board of directors! You'll have just 90 seconds to impress them!</p>	<p>processional march, to fill the air with musical sounds, the beat of drums, the rattle of shells and the haunting sound of pottery flutes. Do not be late and remember to dress for the occasion.</p>	<p>the UK. Use your connections with the folks down at your local allotment to stock your stalls and hold your very own farmers' market. You can also sell the produce and goods you've grown or made yourself. The money you raise can help maintain or buy something new for your school.</p>	<p>a rescue plan, after which it is estimated the ship will become submerged and lives lost.</p>	<p>Command and of Grand Admiral Doenitz, the designated head of the German State, signed the act of unconditional surrender of all German land, sea and air forces in Europe to the Allied Expeditionary Force, and simultaneously to the Soviet High Command.' Winston Churchill May 8th 1945</p>
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<p>Main learning themes</p>	<p>English: Poetry, Short Narrative with dialogue, Signage and emails, Adverts, Non-fiction books</p> <p>Science: Forces, Properties of everyday materials, Mechanisms, Working scientifically</p> <p>Art & Design: Photography and image editing</p> <p>Computing: Digital photography, Creating digital maps, Effective online research, Logical reasoning and algorithms, Safe and respectful use of technology,</p>	<p>English: Fantasy narrative, Non-chronological reports, Soliloquies, Poetry, Lyrics</p> <p>Music: Composing, Recording and editing software, Atmospheric music, Graphic scores</p> <p>Computing: Digital photography, Debugging programs, Gaming</p> <p>D&T: Electrical circuits, Designing a board game</p> <p>Geography: Map reading, Using co-ordinates, Human and physical features</p> <p>Science: Properties and change of materials, Working scientifically</p>	<p>English: Invitations, Postcards, Instructions, Myths and legends, Poetry</p> <p>Music: Mexican music, Musical notation</p> <p>Art & Design: Sculpture, Maya art, Carving</p> <p>Computing: Online research, Digital presentation</p> <p>D&T: Food of Mexico, Evaluating and making instruments</p> <p>Geography: Using maps, Human and physical geography of Mexico</p> <p>History: Ancient Maya</p>	<p>English: Non-chronological reports, Instructions, Explanations, Narrative, Poetry</p> <p>Geography: Land use, Food origin, Geographical skills and fieldwork, Map work, Climate</p> <p>Art & Design: Botanical drawing and painting, Wire sculpture</p> <p>Computing: Using the web, word processing</p> <p>D&T: Cooking and nutrition, Making planters, Making structures for growing plants</p> <p>PSHE: Taking responsibility</p>	<p>English: Chronological reports, Short narrative, Diaries, Haiku poetry, Letter writing</p> <p>Geography: Features of the polar regions</p> <p>Art & Design: Photography, Painting, Block printing</p> <p>Computing: Collecting, Evaluating and presenting information</p> <p>D&T: Building an igloo</p> <p>History: Emigration and exploration in the early 1900's</p>	<p>English: Letters, Diaries, Persuasive writing, Narrative dialogue, Speeches</p> <p>History: The Second World War</p> <p>Computing: Using search technologies, Using presentation software</p> <p>D&T: Following recipes, Building structures</p> <p>Geography: Human geography, Cities of the UK</p> <p>Music: Listening, performing and composing</p> <p>PE: Competitive games, dance</p>
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<p>Online discussion, Digital posters</p> <p>D&T: Ride design, Programming models, Mechanical systems, Working models, Evaluation, Food</p> <p>Geography: Theme parks in the UK and overseas</p> <p>PSHE: Discussion and debate</p>			<p>civilisation</p> <p>PE: Mexican dance</p> <p>Science: Light and shadows</p>	<p>Science: Plant reproduction and life cycles, Life cycles of mammals, amphibians, insects and birds, Working scientifically</p>	<p>Music: Soundscapes</p> <p>PE: Outdoor adventure, Orienteering</p> <p>PSHE: Care of the environment</p> <p>Science: Living things and their habitats</p>	<p>PSHE: Empathising with people in different times</p>
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