Great Wilbraham C of E Primary School

EYFS	Autumn Term (15 weeks 8/7)		Spring Term (12 weeks 6/6)		Summer Term (14 weeks 5/8)	
Science Cycle A	Look at changing season of Autumn Harvesting in the school garden	Look at changing season of Winter- ice melting Observe how chocolate melts- make chocolate apples	What do scientists do in their job?	Changing season of Spring Observe differences in mother and baby animals	Planting and caring for sunflowers in the school garden	Take care of plants , explore how we can look after our environment
Computing Cycle A	Introduce Beebots	Introduce Phonics Play Games Complete simple programmes	Use the ipads to take photos on number/ shape walks / pic collages what I want to be when I grow up.	Use technology to discover facts about animals	Investigate how technology is used all around our school	Use iPad to try and type up a story Online safety
DT Cycle A	Introduce tapping boards and shapes	Introduce hammer nails and wood	Introduce saws Design a bridge to cross over the troll	Design and create animals using variety of materials	Make giant junk model dinosaurs	Design and create your own castle Castle unit
Science Cycle B	Look at changing season of Autumn Harvesting in the school garden	Look at changing season of Winter- ice melting	Discover facts about space, the solar system and features of the different planets	Changing season off Spring Observe how chocolate melts- make food for picnic. Investigate how different toys move	Planting and caring for sunflowers in the school garden	Take care of plants , explore how we can look after our environment
Computing Cycle B	Introduce Beebots	Introduce Phonics Play Games Complete simple programmes	Use the ipads to take photos on number/ shape walks	Programmable toy day – investigate how different toys move and light up	Investigate how technology is used all around our school	Use iPad to try and type up a story Online safety
DT Cycle B	Introduce tapping boards and shapes	Introduce hammer nails and wood	Introduce saws Design and create rockets	Design and create puppets using variety of materials Puppet unit	Create buildings of the village using junk materials Homes unit	Design and create your own moving vehicle.

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Y1/2	Autumn Term (15 weeks 8/7)		Spring Term (12 weeks 6/6)		Summer Term (14 weeks 5/8)	
	Extreme Explorers		Farming - ee-I, ee-I, oh!		Seaside	
Science Cycle A	Animals incl humans Y2 Basic needs, hygiene, exercise	Scientists and inventors Y1 Mae Jemison (astronaut) Zoos Vets	Plants Y1 Names and anatomy	Plants Y2 Seeds and growing conditions	Animals incl humans Y1 names and groups	Living things and their habitats Y2 Adaptation and food chains
Computing Cycle A	Y1 Computing systems: Tech around us	Y2 Creating media: Digital painting	Y1 Creating media: Digital writing	Y1 Data and info: Grouping data	Y1 Programming B: animation	Y2 Programming B: intro to quizzes
DT Cycle A	Textiles: Teddy's safety jacket Projects on a Page unit Sustainability, recycling		Food: Eat more fruit and vegetables Projects on a Page unit		Mechanisms: Levers and sliders seaside Projects on a Page moving pictures unit	Structures: Build a boat
	Fire Fire		Whatever the weather		Pirates: ahoy me hearties	
Science Cycle B	Everyday materials Y1 Sorting and grouping	Use of Everyday Materials Y2 Compare and changing	Seasonal Changes Y1 Autumn and winter	Environment Y2	Seasonal Changes Y1 Spring and summer	Scientists and inventors Y2 Eden project Doctors Louis Pasteur, Charles Macintosh (macs!), Rachel Carson (oceans)
Computing Cycle B	Y2 Computing Systems: IT around us	Y2 Creating media: Digital photography	Y1 Programming A: Moving a robot	Y2 Programming A: Robot algorithms	Y2 creating media: Making music	Y2 data and info: pictograms
DT Cycle B	Structures: Wheels and axles Projects on a Page unit - design and make a fire engine	Food: baking bread	Mechanisms: Freestanding structures Projects on a Page unit creating windmills and pulleys		Food: Caribbean fruit cocktails Twinkl unit	

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Y3/4	Autumn Term (15 weeks 8/7)		Spring Term (12 weeks 6/6)		Summer Term (14 weeks 5/8)	
	Stone age to iron age		Is it alive?		Romans and Italy	
Science Cycle A	Rocks Y3 Types of rocks and fossils	Animals including humans Y3 Nutrition and skeletal system	Animals including Humans Y4 Digestion, teeth, food chains	Living things and their habitats Y4 Classifying and grouping	Sound Y4 Vibrations, pitch and volume	Scientists and inventors Y3 Marie Curie, George Washington Carver (farming), William Smith (fossils), Inge Lehmann (rocks) (PPA)
Computing Cycle A	Y4 Computing systems: The internet	Y4 Creating media: Photo editing Christmas cards	Y4 Programming A: Repetition in shape	Y4 Data and info: Data logging and use of micro:bit	Y4 Creating Media: Audio editing	Y4 programming B: Repetition in games
DT Cycle A	Textiles: Stone age tunic 2D to 3D Projects on a Page unit		Food: Computing control: Chocolate bar and packaging using CAD Shell structures Projects on a Page unit	Food: Perfect pizzas unit Health and varied diet Projects on a Page unit		Mechanisms: Non-fiction text, levers and linkages Projects on a Page unit
	Invaders and settlers		Inventions		Forces and Greeks	
Science Cycle B	Light Y3 Shadows and reflection	Electricity Y4 Conductors and insulators	States of Matter Y4 Water cycle, solids, liquids and gases	Scientists and inventors Y4 Gerald Durrell (Madagascar conservation) Alexander Graham Bell (telephone), Kelvin (temperature), Thomas Edison (lightbulb)	Plants Y3 Parts of a plant	Forces Y3 Magnets
Computing Cycle B	Y3 Computing systems: Connecting computers	Y3 Creating media: Animation	Y3 Programming A: Sequence in music	Y3 programming B: Events and actions	Y3 Data and info: Branching databases	Y3 Creating media: Desktop publishing
DT Cycle B		Structures: Viking boat design		Electrical systems: Spacecraft with electrical systems and/or micro:bit Simple circuit and switches Projects on a Page unit	Mechanisms: Greek Catapult or Moving Greek monsters (pneumatics)	Computing control: Wingardium Leviosa use of micro:bits

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Y5/6	Autumn Term (15 weeks 8/7)		Spring Term (12 weeks 6/6)		Summer Term (14 weeks 5/8)	
	Survival		How did we get here?		Egyptians	
Science Cycle A	Animals incl humans Y5 (age included in PSHE)	Animals incl humans Y6 circulation	Evolution and inheritance Y6	Living things Y6 Life cycles	Scientists and inventors Y5 David Attenborough Margaret Hamilton (space), Da Vinci (Vitruvian) Eva Crane (bee life cycle)	Electricity Y6
Computing Cycle A	Y5 Computing systems: Sharing info	Y5 Creating media: Vector drawing	Y5 Creating media: Video editing	Y5 Programming B: Quizzes (scratch3)	Y5 Data and info: Databases	Y5 Programming A: physical computing (crumble)
DT Cycle A	Structures: Frame structures Projects on a Page - Create a modern home model		Mechanisms: Pnuematic animals			Computing control: More complex switches Projects on a Page Design a burglar alarm for a pyramid (incl micro:bit)
	WWII		Earth and Space		South America and Mayans	
Science Cycle B	Light Y6	Scientists and inventors Y6 Stephen Hawking, Libbie Hyman (classification), Alexander Fleming (penicillin), Mary Leakey (fossils) Steve Jobs (computers)	Earth and Space Y5	Forces Y5	Living things Y5 Classifying	Materials Y5
Computing Cycle B	Y6 Computing systems: Commnication	Y6 Data and info: Spreadhseets	Y6 Creating media: 3D modelling space station	Y6 Creating media: Web page creation	Y6 Programming B: Sensing (micro:bit)	Y6 Programming A: Variables in games
DT Cycle B	Structures: Frame structures Projects on a Page - Design and make an Anderson Shelter	Food: Celebrating culture and seasonality projects on a Page - Make do and Mend Wartime stew/soups		Mechanisms: Pulleys or gears Projects on a Page - automaton using cams and pulleys		Textiles: Combining different fabric shapes Projects on a page unit Mayan weaving/fashion show

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