Term 1 Citizenship	Term 2 <b>Leadership</b>	Term 3 <b>Exploration</b>	Term 4 <b>Expression</b>	Term 5 Flourishing	Term 6
Compassion & Drive  Make a difference to my home, school, community and the wider world through showing compassion, empathy and drive	Integrity & Determination  Act with integrity, authenticity and determination and through this inspire others	Aspiration & Resilience Follow my passions and seek challenges in order to aspire to be the best version of myself	Confidence & Honesty Have the confidence to present myself in an honest and insightful way that reflects what I value	Responsibility & Courage Seek a purpose for life; take responsibility for my own well-being and support others with theirs	School's discretion
Independence: See-Saw Map	Creativity: Mind Map	Collaboration: Socratic Questions 3	Independence:  Cause and Consequence Map	Creativity: SWAT	Collaboration: Socratic Questions 4

	Science	
Forces and magnets	Animals, including humans	Light and sound, Electricity
Types of forces Magnets	Animal needs Vertebrates and invertebrates Skeleton and digestive system	Light and dark Shadows How we hear sound Common appliances Simple circuits Conductors and insulators

Geography		
A European Region	Contrasting non-European region at risk	
Countries in Europe Understanding the physical geography of a European region Understanding similarities and differences between European countries Recording and interpreting data	What constitutes risk? Understanding an area that is at risk Recognising what actions have been taken to minimise risk	

History		
Historical impact (Tudors/Victorians)		
Victorians and Tudors on a timeline		
How individuals made a significant change		
Life and living		
Role of authority		

Design Technology			
Make something that has been trialled	Make something with seasonal and local produce		
Using prototypes Applying different finishing techniques to preserve and decorate Recycling and reusing	Seasonality and locality Vitamins and minerals Cooking temperature requirements		

Music		
Design, compose and annotate	Singing from memory	
Basic composition Using standard symbols Musical notation	Pitch and harmony Digital technology About a composer	

PE				
Competitive games	Dance/Gymnastics	Athletics	Outdoor/Adventurous	Swimming
Positions in a team game Timing of games Space and passing Lob and volley	Develop phrase in a group Dance is interpretative and expressive Improve performance	Sprint effectively Receive a relay baton Hurdles technique	Identify when a team is not working Motivate others Use adventurous equipment Risk assessment to minimise risk	Different strokes  Leg kicks and associated pull and push techniques  Breathing techniques  Push, glide and float in water  Stay safe in water  Rescue in water

Art		
Drawing and Painting	Sculpture	
Using different tools to create a variety of textures  Understanding tertiary colours  Properties of different types of media	Carve, shape, coil and mould Attaching materials to each other Work of a known sculptor	

MFL MFL			
All around the town	Going shopping		
Places around town	Asking questions		
Gestures and expression	How much and what size?		
Asking people to repeat something	Weights and measures		

Computing			
Gathering information	Presenting data and ideas	Programming with goals	
Storing images Using a search engine Data collection and formulas	Creating ebooks Digital conferencing Sharing ideas on social networking sites	Writing instructions Writing simple programmes	
E-safety throughout			

Relationships Education			
Family	Friends	Safety	
Being empathetic Understanding tolerance Understanding intent	Understanding self-respect Strategies to avoid conflict when resolving issues Understanding violence	Protecting personal data Identifying dangers Physical contact	