School Trip: See Autumn 1  Writing Outcomes: Text: UG: Stone Age Stone Age hunters, gatherers and woolly mammoth Outcomes: Persuasive language – advert Descriptive writing		bition for parents  School Value: Teamwork  Books linked to the wider curriculum  THE STONE AGE HUNTERS GATHERIES ATTEMPT OF THE STONE AGE HUNTERS ATTEMPT OF THE			The Arts: Drama opportunities in English and History lessons, Stone Age dance	
				Music Weekly singing Charanga Scher Oak Academy L  Religious Educa Difference IV) Awaiting new p September 202	ne of Learning essons  ation (Living lanning for	Design & Technology Vegetable soup LI: To understand hygienic food preparation LI: To use knife skills with hard foods (Bridge and Claw) LI: To know where and how a variety of vegetables are grown
Computing (Purple Mash) Unit 3.1 – Coding LI: To understand what a flowchart is and how flowchart in computer programming. LI: To use the repeat function and understand that different use. LI: To use coding knowledge to create a range of program: To design and create and interactive scene. *Not all sessions will be covered in the units due to time constraints.	ferent timers	Physical Education Outdoor - Football and Hockey See separate plan for individual I ZUKO Sports – Separate planning  PSHE – (PSHE Association Themas Families and friendships Safe Relationships Respecting ourselves and others	essons 3	Spanish (Language Angels) Ancient Britain LI: The three Ages LI: I am a man I am a woman of age LI: To use "Tengo" (I have) to say which key hunting tools were used in the stone age, the bronze age and the iron age. LI: To recall, select and organise old and new information and language in Spanish. LI: Introduce the children to the Spanish phrase "Vivo" (I live) LI: To consolidate all language covered so far to enable a conversation Lesson 6 – Assessment		
Science Investigations - Working scientifically LI: To ask relevant questions. LI: To make observations and take accurate measurem LI: To set up fair tests. LI: To record and present data in different ways. LI: To use scientific language to explain my ideas. LI: To draw simple conclusions and suggest improvement		Geography – Settlement/ The N  LI: To understand why locations of the LI: To understand key aspects of the LI: To explore how land was used the LI: To identify the size, type and location to the LI: To describe and understand key aspects of the L	were chosen for settlements human geography I by settlers (function)	Art and Design Observational drawings and artist study – G Arcimboldo LI: To experiment with different sketching techniques LI: To create an observational sketch (fruit) LI: To learn about a famous artist and create a sketch in a similar style. Watercolours		