

## **SCIENCE**

### **Evolution and Inheritance**

Now that living things changed over time and fossils provide information about things living millions of years ago.  
Now that living things have offspring of the same kind, they normally vary and are not identical to the parents.  
Identify how plants and animals are adapted to their environment and how this can lead to evolution.

### **Electricity**

Associate the brightness or volume with the voltage of cells in a circuit.  
Compare/give reasons for variations in how components function, including the brightness of bulbs, volume of buzzers and the position of on/off switches.  
Use recognised symbols when representing a simple circuit in a diagram.

## **MUSIC**

Play and perform- instruments and voice.  
Improvise and compose.  
Listen with attention.  
Develop a sense of musical history.  
Musical notation.  
Appreciate a range of music.

## **LANGUAGES**

### **Computing**

WGfL E-safety  
ELIM all 5 areas  
Espresso/Scratch  
TV programme on chosen issue on school web site.

## **PE**

## **RE**

Work from "Awareness, Mystery and Value"  
Unit 8 "What do people believe about life?"

## **ENGLISH**

Suggested "Power of Reading" texts

Record non-fiction text type and narrative text type covered to ensure coverage over time.

## **MATHS**

## **HISTORY**

No set History content in this topic.

## **GEOGRAPHY**

Identify the position and significance of Northern and Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, Prime Greenwich Meridian and time zones including day and night.

Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.

Human geography including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.

## **Art**

Developing and using creative and technical language.  
Painting and creating colour  
Drawing.

Ceramics sculpture and modelling.  
Visual communication

## **DT**

Design, make and evaluate through:  
Strengthening and stiffening more complex structures  
Using and understanding mechanical systems, gears pulleys etc  
Using electrical systems in the products

