

LAND OF THE RISING SUN

	Ancient China	Modern China
Core Texts	<ul style="list-style-type: none"> • Lao Lao, of Dragon Mountain • 	<ul style="list-style-type: none"> •
Geography	<p>Human and physical geography Describe and understand key aspects of: Physical geography, including: climate zones and mountains Human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including food, minerals and water</p> <p>Geographical skills and fieldwork Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied</p>	
History	<p>Historical Knowledge The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of The Shang Dynasty of Ancient China</p>	
Art	<p>Create sketchbooks to record observations and ideas</p> <p>Improve their mastery of art and design techniques, including calligraphy and screen-printing / silk painting.</p> <p>Learn about great artists, architects and designers in history</p>	
Design Technology	<p>Cooking and Nutrition: Understand and apply the principles of a healthy and varied diet.</p> <p>Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p> <p>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p>	
Music	<p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians</p>	
PSHE		
RE		
Computing		

IT'S ALL GREEK TO ME...

	Part 1: Gods and Myths	Part 2: Athens, Sparta and the Olympics
Core Texts	•	•
Geography	Geographical skills and fieldwork Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied	
History	Historical Knowledge Ancient Greece – a study of Greek life and achievements and their influence on the western world	
Art	Create sketchbooks to record observations and ideas Improve their mastery of art and design techniques, including sculpture. Learn about great artists, architects and designers in history.	
Design Technology	Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Make: Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Evaluate Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work Technical knowledge Apply their understanding of how to strengthen, stiffen and reinforce more complex structures Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	
Music	Develop an understanding of the history of music.	
PSHE		
RE		
Computing		

WATER, WATER EVERYWHERE...

	Oceans, rivers and coastlines (Europe)	A Titanic Disaster
Core Texts	•	•
Geography	<p>Locational knowledge Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time</p> <p>Place knowledge Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom a region in a European country</p> <p>Human and physical geography Describe and understand key aspects of: Physical geography, including: rivers and the water cycle Human geography, including: the distribution of natural resources including water</p> <p>Geographical skills and fieldwork 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.</p>	
History		
Art	<p>Create sketchbooks to record observations and ideas</p> <p>Improve their mastery of art and design techniques, including drawing and painting.</p>	
Design Technology	<p>Design: Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>Make: Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately Select from and use a wider range of materials and components, including construction materials, according to their functional properties and aesthetic qualities</p> <p>Evaluate Understand how key events and individuals in design and technology have helped shape the world</p> <p>Technical knowledge Apply their understanding of how to strengthen, stiffen and reinforce more complex structures</p>	
Music	<p>Improvise and compose music for a range of purposes using the inter-related dimensions of music</p> <p>Use and understand staff and other musical notations</p>	
PSHE		
RE		
Computing		

THE AGE OF MACHINES

	Victorian Britain	The Industrial Revolution
Core Texts	•	•
Geography		
History	Historical Knowledge A local history study (the history of Powell Corderoy and Victorian Dorking)	
Art	Create sketchbooks to record observations and ideas Improve their mastery of art and design techniques, including drawing, painting and sculpture Learn about great artists, architects and designers in history	
Design Technology	Design: Use research and develop design criteria to inform the design of innovative, functional products that are fit for purpose. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Make: Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately Evaluate Understand how key events and individuals in design and technology have helped shape the world Technical knowledge Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	
Music	Use and understand staff and other musical notations Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians	
PSHE		
RE		
Computing		

THIRD ROCK FROM THE SUN

	Journey to the centre of the earth	Mountains, Earthquakes and Volcanoes
Core Texts	•	•
Geography	<p>Locational knowledge Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night)</p> <p>Human and physical geography Describe and understand key aspects of physical geography, including: climate zones, mountains, volcanoes and earthquakes</p> <p>Geographical skills and fieldwork Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied</p>	
History		
Art	<p>Create sketchbooks to record observations and ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture.</p>	
Design Technology	<p>Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>Make: Select from and use a wider range of tools and equipment to perform practical tasks Select from and use a wider range of materials and components, including electrical components.</p> <p>Evaluate Investigate and analyse a range of existing products Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p> <p>Technical knowledge Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] Apply their understanding of computing to program, monitor and control their products.</p>	
Music	<p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p> <p>Improvise and compose music for a range of purposes using the inter-related dimensions of music</p> <p>Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians</p>	
PSHE		
RE		
Computing		

ROSES ARE RED...

	Tudor Kings and Queens	Tudor Exploration and Discovery
Core Texts		
Geography	<p>Human and physical geography Describe and understand key aspects of: Human geography, including: types of settlement and land use, economic activity including trade links (in the past and today).</p> <p>Geographical skills and fieldwork Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world</p>	
History	<p>Historical Knowledge Signs of Tudor Life in Dorking Smuggling in the South Street caves of Dorking</p>	
Art	<p>Create sketchbooks to record observations and ideas</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture</p> <p>Learn about great artists, architects and designers in history e.g. Holbein.</p>	
Design Technology	<p>Design: Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</p> <p>Make: Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p>Evaluate Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p>	
Music	<p>Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians Develop an understanding of the history of music.</p>	
PSHE		
RE		
Computing		