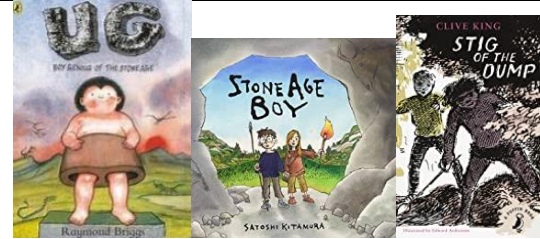


T1 – How has water shaped Sheffield?	T2 – Why does it matter what we eat?	T3 – What does it mean to survive and thrive?
Immersion: Visit: Local visit – Blackburn Brook. Shepherd Wheel Workshop – Porter Brook. Outcome: Film outcome – advertising Shepherd Wheel	Visit: Chef visiting school, visit to Pizza Express Outcome: Making a healthy pizza for parents.	Visit: Creswell Craggs. Outcome: Fashion Show.
Key concepts: An understanding of the geographical physical features of river systems and their importance to human settlements. An awareness of the role of rivers in the industrialisation of Sheffield in the 19th century. An understanding of how matter changes state and the water cycle.	Key concepts: An understanding of the life cycle of plants. An awareness of a balanced diet and healthy lifestyle on humans. An understanding of the human skeleton.	An understanding that to survive people need shelter and warmth and that the sewing needle was an important innovation. An understanding of the changes in life in Britain from Stone age to Iron Age. An awareness of how materials insulate and how this is used to effect in today's clothing. An awareness of the way that the function and purpose of clothing has changed over this time and how it can be used to determine status.
		
Maths – Place Value, Addition & Subtraction, Multiplication & Division. Science- States of Matter. Geography – Rivers in Sheffield and around the world. The water cycle. History – The Industrial Revolution. Art – Painting, William M Turner, Monet.	Maths – Multiplication and Division, Statistics and Measurement. Science- Functions of a plant, The human body and nutrition. DT – Food Art – Observational drawing. Computing – Sequence instructions to create a program, branching diagrams	Maths – Fractions, measurement, geometry. Science- Light and Shadows, Materials. History – Stone Age to Iron Age. DT- Designing to a brief & sewing. Art – Sketching and dying materials. Computing – desktop publishing, create games using sprites moving in different directions (maze games)

Computing – Recognise input and output devices, plan and create animations. RE – Judaism, Why was Jesus born? PE – Tennis, Gymnastics – Floor and small apparatus. Music – Boomwhackers. French - Greetings, numbers to 10, classroom instructions. PSHE - Responsibilities, achievements, aspirations and goals. Lives of people living in different places.	RE – Disciples of Jesus, Lent. PE - Tag Rugby, Dance. Swimming Music - Tuned percussion. French - Numbers to 20, colours, days of the week. PSHE – Risks, danger and hazards. Balanced lifestyle.	RE – Hindu Mandir, Pilgrimage PE - Golf, Orienteering. Music - Samba 1 French - Numbers to 50, colours, months of the year. PSHE – Work collaboratively. Conflict management.
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