



The Eliot Bank and Gordonbrock Schools Federation



Whole School Context For Learning

Year	Autumn	Spring	Summer
N	1 st half - Ourselves 2 nd half - Celebrations	1 st half - People Who Help Us 2 nd half - In the Garden	1 st half - The Farm 2 nd half - The Seaside
R	1 st half – All about me 2 nd half - Celebrations	1 st half - Space 2 nd half – Animals past and present	1 st half - In the Garden and Minibeasts 2 nd half - 'Let's Pretend'
Y1	<p>Toys and inventors Animals including humans Playgrounds QCA 1B Art: Painting and drawing/portraits The Natural World Christianity 1 The Bible and Christmas The story of Christmas Fun times – Physical health and wellbeing Feeling safe - Keeping safe and managing risk Comp: Computing systems and networks – technology around us. Creating media: digital painting. EB: 1.Duration 2.Pitch</p>	<p>Homes and architects/ inventors Everyday materials Art: Printing Sikhism 1 Sikh Beliefs Sikhism 2 Sikh Teaching and Life Easter - Food symbols of Easter Growing and caring for ourselves - RSE Medicines and people who help us – Drug and alcohol education EB: 1. Dynamics and Timbre 2.Tempo and Texture Comp: Creating media – Digital writing. Data and information – grouping data.</p>	<p>Food around the world Seasonal changes/Plants Eat More Fruit and Vegetables QCA 1C Art; Famous Artists Christianity 2 A Local Church Sharing Food Feelings – Mental health & wellbeing My money - Careers, financial capability and economic wellbeing EB: 1. Structure 2. Music and ICT Comp: Programming A – moving a robot. Programming B – introduction to programming.</p>
Y2	<p>Great Fire of London and famous people Uses of everyday materials Bread Adapted QCA Art: Painting and drawing/portraits Christianity 3 The Life and Teachings of Jesus Hinduism 1 Worshipping God at Diwali Symbols of Christmas What keeps me healthy? - Physical health and wellbeing Friendship - Mental health and emotional wellbeing Comp: Computing systems and networks – IT around us. Creating media – digital photography. EB: 1.Duration 2.Pitch</p>	<p>India Animals including humans Living things in their habitats Art: Printing Hinduism 2 Hindu Belief and Home Christianity 4 Easter and Symbols Easter – Symbols and actions in church Differences – RSE Me and others - Identity, society and equality EB: 1. Dynamics and Timbre 2.Tempo and Texture Creating media – making music. Data and information – pictograms.</p>	<p>Seasides and famous explorers Plants Puppets QCA 2B Art:Famous Artist Right and wrong Who am I? Belonging Indoors and outdoors - Keeping safe and managing risk Keeping Safe – Drug and alcohol education EB: 1. Structure 2. Music and ICT Programming A – robot algorithms Programming B – introduction to quizzes.</p>

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Y3	Our Local Area in WW2 Forces and Magnets Toys with moving parts Adapted QCA Art: Painting and drawing/portraits Christianity 5 The Bible- New Testament Christianity – Peace Christmas in other countries Bullying – see it, say it, stop it - Keeping safe and managing risk Smoking – Drug and alcohol education Computing systems and networks – connecting to computers. Creating media - animation EB: 1. Duration 2. Pitch Salut! Core Unit 1 Greetings, talking about myself Salut! Core Unit 2 Days, colours, countries	Ancient Egypt Animals including humans Rocks Art: Printing Islam 1 Prophet Muhammad Islam 2 Five Pillars - Living a Muslim life Easter – The Easter story through the eyes of others Valuing difference and keeping safe – RSE Strengths and challenges – Mental health and emotional wellbeing EB: 1. Dynamics and Timbre 2.Tempo and Texture Creating media – desktop publishing Data and information – branching databases Salut! Core Unit 3 Parts of the body, clothes, months, counting Animals	Amazon Rainforest Plants Light Shelters- a home for an animal Adapted QCA Art: Famous Artists Hinduism 3 God and Beliefs Hinduism 4 Pilgrimage Celebrating difference – Identity, society and equality What helps me choose? - Physical health and wellbeing EB: 1. Structure 2. Music and ICT Programming A – sequence in music Programming B – events and actions Food At School
Y4	Celts and Romans Electricity Sound Torches/ Alarms QCA 4C/D Art: Painting and drawing/portraits Judaism 1 Shabbat Judaism 2 Succot / Passover Christmas - Christian celebrations of Advent and Christmas Democracy - Identity, society and equality Alcohol – Drug and alcohol education Computing systems and networks – the internet Creating media – audio editing EB: 1. Duration 2.Pitch Playtime My Home	Ancient Greece States of matter Animals including humans Art: Printing Buddhism 1 The Buddha Buddhism 2 Living as Buddhists Easter – Festivals and the Christian calendar Growing up – RSE Saving, spending and budgeting - Careers, financial capability and economic wellbeing EB: 1. Dynamics and Timbre 2.Tempo and Texture Creating media – photo editing Data and information – data logging My Town Describing People	Caribbean All living things Caribbean Food Adapted QCA 5B Art: Famous Artist Christianity 6 Local Christian Places of Worship Christianity 7 Celebrations What is important to me? – Physical health and wellbeing Playing safe – Keeping safe and managing risk EB: 1. Structure 2. Music and ICT Programming A – repetition in shapes Programming B – repetition in games The Body Sport

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Y5	Anglo Saxons and Vikings Forces Earth and Space Money Containers QCA 4A- Art: Painting and drawing/portraits Judaism 3 Abraham Judaism 4 Prayer and worship of God – Shema and Synagogue Christmas - Commercialisation of Christmas In the media - Physical health and wellbeing Stereotypes, discrimination and prejudice - Identity, society and equality Computing systems and networks – sharing information Creating media – vector drawing EB: 1. Duration 2.Pitch On Holiday Eating Out	Ancient Maya Living things and their habitats Animals including humans Art: Printing Christianity 8 Jesus Human and Divine Christianity 9 Leading a Christian Life Easter - Jesus Human and Divine in the Easter Story Legal and Illegal Drugs – Drug and alcohol education Dealing with feelings - Mental health and emotional wellbeing EB: 1. Dynamics and Timbre 2.Tempo and Texture Creating media – video editing Data and information – flat-file databases Hobbies A School Trip	Rivers, Coasts and Mountains Properties and changes of materials Bridges Adapted QCA 6A Art: Famous Artist Sikhism 3 The Gurdwara and the Guru Granth Sahib Sikhism 4 Belonging to the Sikh Community Puberty – RSE When things go wrong - Keeping safe and managing risk EB: 1. Structure 2. Music and ICT Programming A – selection in physical computing Programming B – selection in quizzes Seasons The Environment
Y6	The Changing Power of the Monarchy Light Electricity Art: Painting and drawing/portraits Islam 3 Ramadan and Id ul Fitr Islam 4 Hajj and Id al Adha Christmas - Christmas and nativity art and other media Human rights - Identity, society and equality Preventing early use – Drug and alcohol education EB: 1. Duration 2.Pitch Computing systems and networks – communication Creating media – 3D modelling Actions In France	Changes in Britain from the Stone age to the Iron age Evolution Art: Printing Faith and belief in Lewisham Journey of Life and Death Puberty, relationships and reproduction – RSE Borrowing and earning money - Careers, financial capability and economic wellbeing EB: 1. Dynamics and Timbre 2.Tempo and Texture Creating media – web page creation Data and information - spreadsheet Family A Weekend With Friends	Disasters Living things and their habitats Animals including humans Recycled products Adapted QCA 6B Art: Famous Artist Buddhism 3 Following the Buddha’s teachings Buddhism 4 The Buddhist Community Worldwide Healthy minds - Mental health and emotional wellbeing Keeping safe - out and about - Keeping safe and managing risk EB: 1. Structure 2. Music and ICT Programming A – variables in games Programming B - sensing The Future Jobs