

<b>Numeracy</b>	See Numeracy planning
<b>Literacy</b>	See Literacy planning
<b>Science</b>	Mrs Pattinson
<b>RE/PSHE</b>	Mrs Pattinson
<b>Humanities</b>	<p>To learn about events beyond living memory that are significant globally.</p> <p>To know where the people and events that we study fit within a chronological framework.</p> <p>To learn what early aeroplanes were like and compare them to modern aircrafts.</p> <p>To use a timeline to explain the history of aviation and compare two early methods of flight.</p> <p>To describe details of old aeroplanes and understand how they have changed over time.</p> <p>To understand how important the aeroplane is and how people managed before it was invented.</p> <p>To understand what living in a rainforest is like, and to compare it with our own lives</p> <p>To understand how and why different buildings are built to suit different places.</p> <p>To understand what a city is, and to locate world cities on a map</p> <p>To explain their reasons for going on a journey to another country, including describing the human and physical landscape and people in this place and imagining what a journey would be like.</p>
<b>Art/Design and Technology</b>	<p>To understand that a product needs to be designed to suit a problem</p> <p>To plan and design a product.</p> <p>To learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> <p>Test and discover art using different materials.</p> <p>Evaluate the artwork and consider which is most effective, or which could be improved.</p>
<b>Computing</b>	<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p>

