Autumn 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
W/C	1/11	8/11	15/11	22/11	29/11	6/12	13/11
English	Poetry	Non-Chronological Reports	Non-Chronological Reports	Letters	Letters	Test Week	Character Description
Maths	week 1 addition and multiplication and division subtraction						
R.E. Incarnation What is the Trinity?	Can I describe what happens at a Baptism?	Can I explain the importance of Jesus' baptism to Christians?	Can I suggest how Christians use The Grace?	Can I suggest what Trinity is?	Can I explain how Christians can see God as three in one? Assessment	Christmas	Christmas
Science Forces and Magnets Forces Focus	To understand what a force is.	To understand how air is a force through pneumatics	Compare how things move on different surfaces	To record the results in a bar graph.	To investigate the effects of friction on different surfaces.	Test Week	I can investigate the effects of friction on different surfaces.
Topic History Tribal Tales / Iron Age	To understand some of the improvements brought about by the use of bronze	To reconstruct aspects of Bronze Age life from surviving sources	To assess the achievements of the Iron Age	To compare houses and home life in Bronze Age and Iron Age time	To understand the dangers facing people in Bronze and Iron Age Britain	To make an overall judgement on which of the two Ages was by looking in detail at individual developments	To research Celtic Gods and Goddesses
PHSE Celebrating differences	To understand that everybody's family is different and important to them.	To understand that differences and conflicts sometimes happen among family members.	To know what it means to be a witness to bullying.	To know that witnesses can make the situation better or worse by what they do.	To recognise that some words are used in hurtful ways.	To tell you about a time when my words affected someone's feelings and what the consequences were.	Assessment
P.E.							
DT/Art							
Computing We are Programmers					Introducing Scratch	Reviewing animations and creating a storyboard	Animating the Character