|  |  |  |  |
| --- | --- | --- | --- |
| Cycle A | **School Days (History)**  Children will learn about their own school and locality, both today and in the past. They will compare schooling in the Victorian era to their experiences today.  **Companion Projects:**  Art and Design- Street View  Design and Technology- Chop, Slice and Mash | **Bright Lights Big City (Geography)**  Children learn about the physical and human characteristics of the United Kingdom, including the characteristics and features of the capital city, London.  **Companion Projects:**  Art and Design- Rain and Sunrays  Design and Technology-  Taxi! | **Childhood (History)**  Children learn about everyday life and families today, including comparisons with childhood in the 1950s, using artefacts and a range of different sources.  **Companion Projects:**  Art and Design-  Funny Faces and Fabulous Faces  Mix It  Design and Technology-  Shade and Shelter  **Memorable experience- Beamish**  **Childhood Toys Workshop** |
| Cycle B | **Movers and Shakers (History)**  Children learn about historically significant people who have had a major impact on the world. They will learn to use timelines, stories and historical sources to find out about the people featured and use historical models to explore their significance.  **Companion Project:**  Art and Design- Mix It  Design and Technology-  Remarkable Recipes | **Coastline (Geography)**  Children learn about the physical and human features of coastal regions across the United Kingdom, including a detailed exploration of the coastal town of Whitby, in Yorkshire.  **Companion Project:**  Art and Design- Flower Head  Design and Technology-  Beach Hut  **Memorable experience- Segedunum** | **Magnificent Monarchs (History)**  Children learn about the English and British monarchy from AD 871 to the present day. They will use timelines, information about royal palaces, portraits and other historical sources to build up an understanding of the monarchs.  **Companion Project:**  Art and Design- Portraits and Poses  Design and Technology-  Cut, Stitch and Join |

**KS1 Scheme of Work**

**LSK2 Scheme of Work**

|  |  |  |  |
| --- | --- | --- | --- |
| Cycle A | **Through the Ages (History)**  This project teaches children about British Prehistory from the Stone Age to the Iron Age. This includes changes to lifestyle and people caused by invention and technological advancement.  **Companion Projects:**  Art and Design- Prehistoric Pots  Design and Technology- Cook Well, Eat Well | **Emperors and Empires (History)**  This project teaches children about the history and structure of ancient Rome and the Roman Empire, including the Romanisation of Britain.  **Companion Projects:**  Art and Design- Beautiful Botanicals  Mosaic Masters  Design and Technology-  Greenhouse  **Memorable experience- Segedunum** | **Rocks, Relics and Rumbles (Geography)**  This project teaches children about the features and characteristics of Earth’s layers. Volcanic, tectonic and seismic activity will also be explored in detail.  **Companion Projects:**  Art and Design-  Ammonite  People and Places  Design and Technology-  Making it Move |
| Cycle B | **Misty Mountain, Winding River (Geography)**  This project teaches children about the characteristics and features of rivers and mountain ranges around the world. Ecosystems and the processes that shape them and the land around them will also be explored.  **Companion Project:**  Art and Design- Vista  Animal  Design and Technology-  Functional and Fancy Fabrics | **Invasion (History)**  This project teaches children about life in Britain after the Roman withdrawal. Children will learn about Anglo-Saxon and Viking invasions.  **Companion Project:**  Art and Design- Warp and Weft  Design and Technology-  Fresh Food, Good Food  **Memorable experience- Jarrow Hall Anglo-Saxon Farm** | **Ancient Civilisations (History)**  This project teaches children about the history of three of the world’s first ancient civilisations; Ancient Summer, Ancient Egypt and the Indus Valley civilisation. Children will learn about the life, achievements and end of each civilisation.  **Companion Project:**  Art and Design- Tomb Builders  Design and Technology-  Statues, Statuettes and Figurines. |

**UKS2 Scheme of Work**

|  |  |  |  |
| --- | --- | --- | --- |
| Cycle A | **Groundbreaking Greeks (History)**  This project teaches children about the developments and changes over six periods of Greek History.  **Companion Projects:**  Art and Design- Expression  Design and Technology- Architecture | **Dynamic Dynasties (History)**  This project teaches children about the history of Ancient China, with the main focus on the Shang Dynasty. The lasting legacy of the first five dynasties will also be explored.  **Companion Projects:**  Art and Design- Taotie  Design and Technology-  Moving Mechanisms | **Sow, Grow and Farm (Geography)**  This project teaches children about the features and characteristics of land use in agricultural regions across the world.  **Companion Projects:**  Art and Design-  Nature’s Art  Design and Technology-  Eat the seasons  **Memorable experience- Broxfield Working Farm** |
| Cycle B | **Maafa (History)**  This project teaches children about Africa past and present and the development of the slave trade. It also explores Britain’s role in transatlantic slave trade, the causes and consequences of the European colonisation of Africa and the worldwide communities that make up the African diaspora.  **Companion Project:**  Art and Design- Trailblazers, barrier breakers  Design and Technology-  Food for life | **Frozen Kingdoms**  **(Geography)**  This project teaches children about the characteristics and features of polar regions, including the North and South poles. A detailed exploration of environmental factors that shape and influence them is also included.  **Companion Project:**  Art and Design- Inuit  Design and Technology-  Engineer | **Britain at War (History)**  This project teaches children about the causes, events and consequences of the First and Second World Wars. The influence of new inventions on warfare, how life in Great Britain was affected and the legacy of wars in post-war period is also included.  **Companion Project:**  Art and Design- Make do and Mend  Design and Technology- Distortion and Abstraction  **Memorable experience- Discovery Museum** |