

<b>Year A</b> (2017/18)	<b>Year B</b> (2014/15)	<b>Year C</b> (2015/16)	<b>Year D</b> (2016/17)
<b>Introduction to each half-term- (SEAL)</b>			
<b>Health, Fitness &amp; Well-being</b>	<b>Animal/Plant Life</b>	<b>Human&amp; Physical Characteristics</b>	<b>Environment</b>
<b>Harvest</b>			
<b>Fighting Fit</b> Human Body, food, exercise, keeping safe, E-safety	<b>Kingdoms and Communities</b> Food & Farming, Anglo-Saxons Fair Trade/Community Databases	<b>Countryside, Coast and Castles</b> Plants, medicines, poisons, presenting information	<b>Rainforest Romp</b> Variation/Habitats Fair Trade, presenting information
<b>Ancient Civilisation</b>	<b>Materials</b>	<b>Climate Zones</b>	<b>The Arts</b>
<b>Christmas</b>			
<b>Groovy Greeks (People and the Past)</b> Inventions/Forces Research skills	<b>Clothes and Coverings</b> Materials and their properties, human/animal bodies, seasonal change.	<b>Mighty Mountains</b> Weather, temperature, insulation, data collection/ graphing/analysis	<b>Visual Variety</b> Materials/changes, Digital Art, Light and sound.
<b>Forms of water</b>	<b>Earth in Space</b>	<b>Past Civilisation</b>	<b>Settlers</b>
<b>Easter</b>			
<b>Wet &amp; Wild</b> Importance of Water for Life, rocks and soils, rivers, oceans and seas. Pirates	<b>Wonderful World</b> Space, light, sound, electricity, Control	<b>Roman Remains (Changes)</b> Forces – friction, changing materials, Research skills	<b>Successful Settlers (Buildings and Boats)</b> Vikings, Community, Control

End of Year Performance/Sports etc.			