Beech and Birch – Autumn Curriculum Overview

'Each and Every Child' ... EXCELLENCE - TRUST - WISDOM - FRIENDSHIP - ENDURANCE

Science

Unit: Classifying Organisms

- Know what classification is and how we use it
- Know that we use classification keys to group different types of animals and plants
- Know what a species is
- Know dangers posed to animals based on environment change

Food and Digestion

- - Know how to construct and interpret a food chain that identifies producers, consumers, predators and prey
- Know the different types of teeth and describe their functions
- Know the processes of the digestive system and what the function of each organ is

History

Unit: Roman Empire

- Know how the Roman Empire became so successful
- Know how the Romans invaded Britain.
- Know how Britain changed under the Romans
- Know how the Romans organised their towns.
- Give one reason why the Roman Empire eventually fell.

Geography

Unit: Rivers

- Know how to locate local rivers and major world rivers on a map (L1)
- Know what erosion, transportation and disposition is (L2)
- Know where the Volga River is and how it is used (L3)
- Know examples of how rivers are used by people (L4)
- Know how rivers shape the land around them (L5)

Computing

Unit: Photo Editing

- **Photo Editing:**
- **Know how to use a computer to manipulate images and demonstrate this by:**
- **-changing the composition -arranging, cutting and cropping part of an image**
- **-adding effects, changing**
- **colours and applying filters. -making additions by drawing, adding text and adding an**
- **element.**

The Internet

Know how networks are connected to each other.

Know how information can be shared via the World Wide Web and that this is part of the internet and explain the benefits and demonstrate how to access it.

Know that the global interconnection of networks is the internet.

Know the need for security on the internet .

Know the reliability of content and the consequences if

Art and DT

Art Unit: Roman Mosaics

By the end of this unit pupils will know that :

- Know that texture can be manipulated via different methods and techniques such as layering, stippling and different types of mark making.
- Know which pencils they must use based on their properties. Eg. 2B pencil would be appropriate for mid to dark tones
- Know that cross hatching and hatching can be used to show areas of light and dark. Close and layered lines show darker areas of an object.
- Know that refining lines, shapes, tonal gradients will help to create a more accurate and realistic outcome (where appropriate).
- Describe and draw the effect of light (shadows) on a surfaces and objects
- Know that erasers can be used expressively to create texture in a drawing.
- Begin to understand that the composition of an artwork can affect its focal point.
- Identify how to organise facial proportions and demonstrate improved accuracy when drawing

Religious Education

Unit: Places of Worship

- that not all church buildings are the same but have similar features according to denomination.
- world faiths have different places of worship
- that a mosque is a place of worship for Muslims.
- that a gurdwara is a place of worship for Sikhs.
- that a synagogue is a place of worship for Jews.
- I can name and compare features of places of worship and give key information about them.

Christmas: Symbols of Light

- that Christians believe that Jesus is the light of the world.
- that Christians believe the light of Jesus brings hope in dark places.
- that Hanukkah is a Jewish festival of light.

unreliable content.	• Know the difference between the terms shade (mixing colours with black) and tone (mixing colours with grey) • Know how to use tile adhesive effectively to produce a piece of ceramic, mosaic art. • Define and combine visual and tactile qualities and apply these in their own 3D work. • Understand that designers and makers sometimes work towards briefs but always bring their own experiences to the project **Structures: Biscuit Box** • Know what a shell structure is. • Know what a net is and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes. • Know how to construct strong, stiff shell structures. • Know how to manufacture a shell structure based on their generated design.	