

English



Maths

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Spring 2025

Earth and Space

We will be learning about our Earth's position in the Solar System, how we experience night and day, the movement of the Moon around Earth and other spherical bodies found in our Solar System

Electricity

We will be exploring the different symbols used in circuits and how to build and troubleshoot different circuits that are fit for a purpose.

Evolution and Inheritance

We will be exploring the Theory of Evolution as explained by Charles Darwin, including inheritance and the evolution of humans. We will also explore how living things have adapted over time.

Particles and Structure

We will be learning about the particle model in solids, liquids and gases, including the atomic model. We will explore how chemical reactions can be represented using formulae and use this idea to explore the law of the conservation of mass.

Heredity and Life Cycles

We will be learning how genetic informatio is passed on from parent to offspring, and will explore both sexual and asexual reproduction

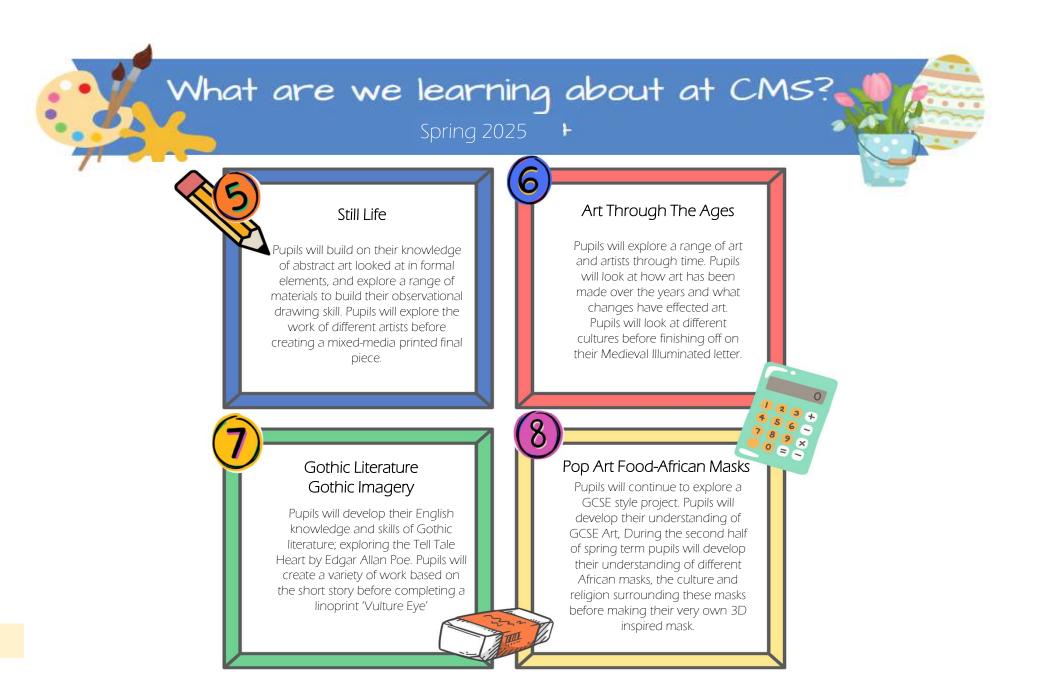
Environmental Chemistry

We will be learning about the impact of fossil fuels on our environment and considering alternatives to these. We will apply our knowledge by designing an ecofriendly house.

Electricity and Magnetism

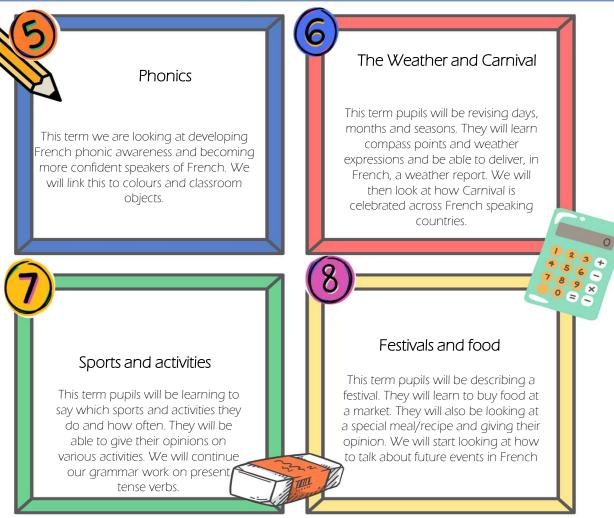
We will be revisiting the different symbols used in electrical circuits, and exploring the units used in electricity. We will learn about the properties of magnets, and link the two ideas together by exploring electromagnets.

Science



Art

Spring 2025



Languages

8

Spring 2025

Students will learn to use a tenon saw.

coping saw, pillar drill and glass paper to create an MDF key ring.

They will learn design techniques and painting skills to give their product a theme of their choice.

SHOPS – unit 1

Students will use CAD and technical drawing skills to plan an architectural model of a shop. Students will use craft knives, safety rules and glue guns to turn their 2D designs into 3D models.

PENCIL HOLDER – unit 2

Students will design and make a pencil holder from pine. Students will learn about different types of woods and use a range of tools and equipment to make their finished piece.

design and make a mask in this style. Students will learn about plastics and use a vacuum former to form their mask which will be decorated in a Mardi Gras style.

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MASKS

Students will about Mardi Gras and

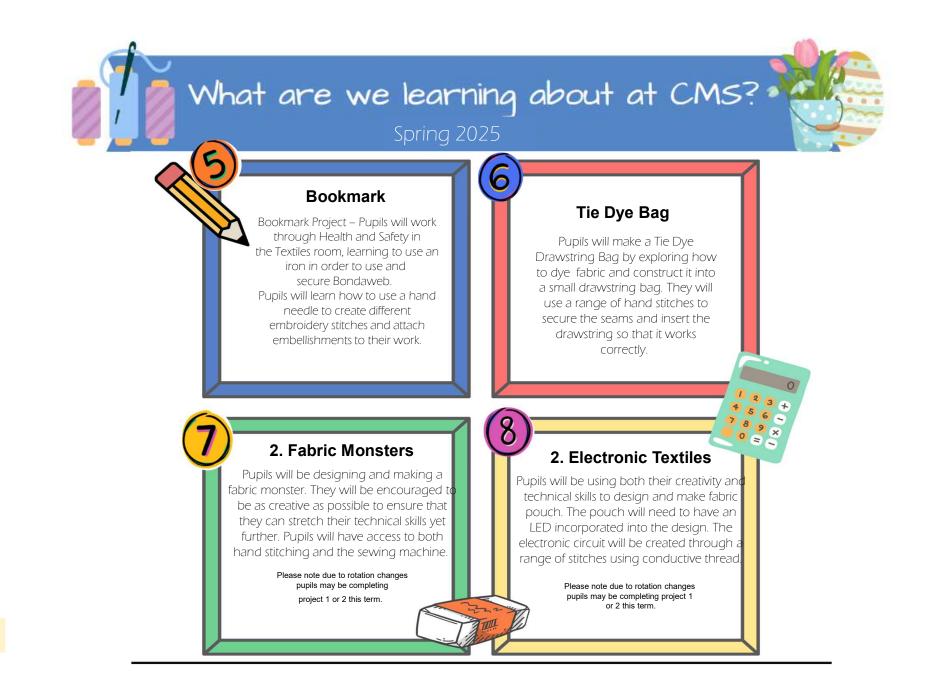
USB LIGHT – unit 1 Students will design and make a prototype of a product taking influence from their choice

of iconic designer. Students will use modelling materials to make a prototype of their designed product.

ISOMETRIC LETTERS – unit 2

Students will learn a range of technical drawing techniques. Students will create a customer profile and research the work of Morag Myerscough. Students will Ithen combine these skills to make a 3D letters.

Resistant Materials



Textiles

d Spring 2025

Basic Kitchen Skills

Pupils will learn how to use key tools and equipment through making sweet and savoury products.

They will learn how to be safe in the kitchen and how to follow personal and food hygiene routines.

Foods around the world – Unit 1

Pupils will learn about foods around the world through researching the diets of different cultures.

They will make a variety of savoury dishes building on practical skills.

Celebrations – Unit 2

Pupils will build upon knowledge and skills acquired during unit 1 to design and make a menu for a themed event.



Making balanced products.

Pupils build on knowledge and

skills learnt in Year 5 to produce a

range of both sweet and savoury

products that meet

Eatwell quide.

savoury dishes.

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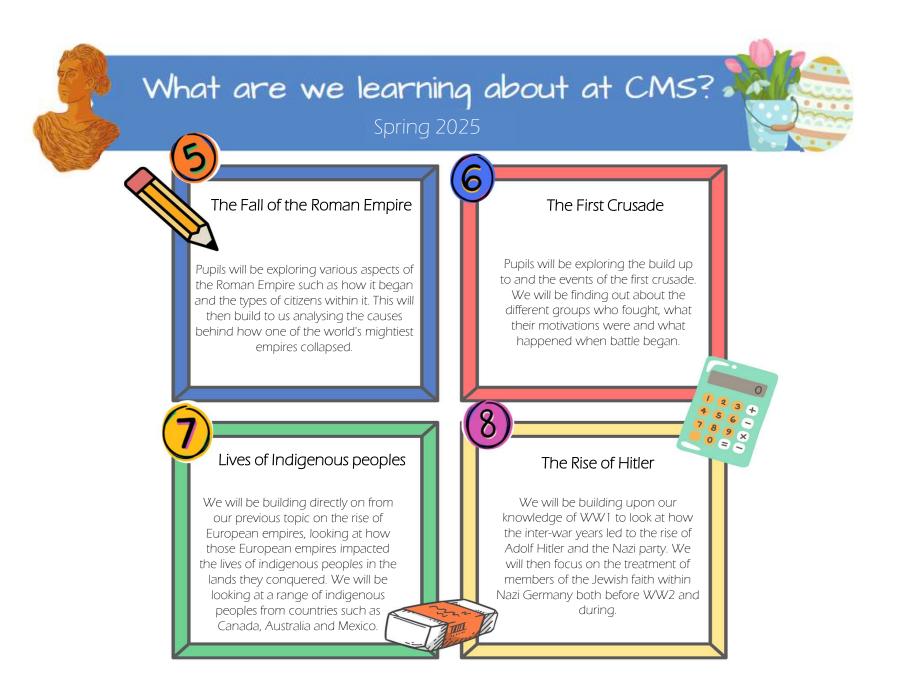
the requirements of the

Pupils will learn about food and science and how our body uses nutrition from food. They will make a variety of sweet and X

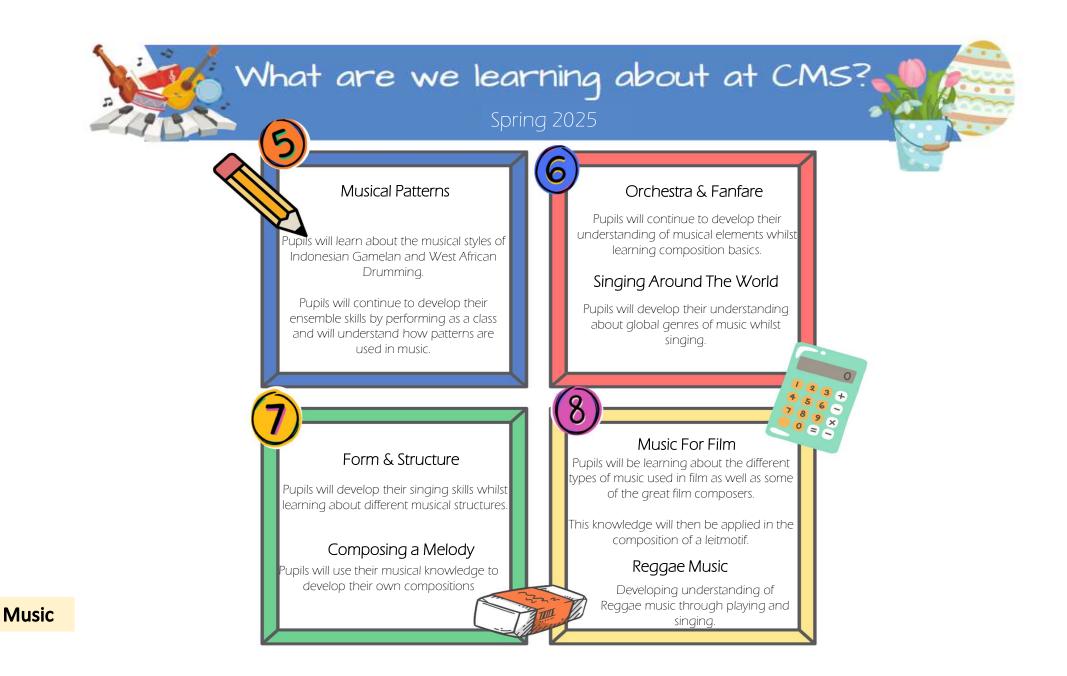
Seasonal Foods – Unit 2 Pupils will build upon knowledge and skills acquired during unit 1 to design and make a three-course meal.

Food





History



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Spring 2025

Programming – STEM Moon landing

This unit explores the concept of programming through Scratch. Linking to the space theme taught in Science, we explore different features of programming, our own rockets, moon landers to rovers.

Programming – Variables in scratch

This unit explores the concept of variables in programming through games in Scratch. First, learners find out what variables are and relate them to real-world examples of values that can be set and changed.

Using media

They will develop a deeper understanding of information technology and digital literacy by using their skills across the unit to create a blog post about a real world cause that they are passionate about and would like to gain support for.

Mobile app development

Today, there's an app for every possible need. With this unit you can take learners through the design and development process of creating their own mobile app, using App Lab from code.org. Learners will explore design techniques, understand how hardware components can improve user experience.

Computing

