

## Long-Term Plan (Cycle C)

Subject / Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Project Title</b>	What if machines ruled our lives?	Why do we build monuments?	Could you survive an earthquake?	How do festivals bring people together?	What secrets do maps hold?	Can one person change the world?
<b>Project Outcome</b>	STEM Expo – robot designs, AI art and ethical debate presentations.	Monument Gallery – models and biographies celebrating inspiring people and places.	Science Fair – quake-proof models and information guides on survival and safety.	Festival Celebration – music, art and food showcase inspired by global traditions.	Mapping Exhibition – creative maps, geography displays and navigation games.	Changemakers Fair – persuasive campaigns and biographical artwork on inspirational figures.
<b>PBL Focus</b>	Science: Forces & electricity in machines. DT: robotics & mechanisms. Art: futurist design & digital illustration. Music: machine rhythms. Computing: programming automation. Geography: technology impact on world.	History: architecture & remembrance. Art: monument sculpture & perspective drawing. DT: structures & materials. Music: composition for reflection. Geography: landmarks & heritage sites.	Science: earthquakes & tectonics. Geography: disasters & resilience. DT: quake-proof buildings. Art: texture & movement studies. Music: rhythmic drumming patterns.	Geography: cultures & continents. Art: festival symbols & colour theory. DT: lanterns & costumes. Music: festival rhythms. Food: international recipes.	Geography: mapping skills & scale. Art: cartography & pattern. DT: 3-D map models. Music: journey themes. Computing: digital mapping.	History / PSHE: activism & rights. Art: protest posters & portraits. DT: campaign materials. Music: songs for change. Geography: global issues & sustainability.
<b>Trips / Enrichment</b>	Robotics workshop / science museum.	Architecture tour / local memorial visit.	Earth science centre / engineering museum.	Cultural festival / music performance.	Local mapping walk / orienteering day.	Charity or community action event.
<b>English</b>	The Iron Man – narrative writing, newspaper reports and persuasive debate.	The Man Who Walked Between the Towers – recount and biography writing.	After the Fall & Earth Shakes! – diary entries, information texts and poetry.	The Firework-Maker's Daughter – adventure narratives and persuasive letters.	The Atlas of Imaginary Places – non-chronological reports and creative descriptions.	Malala's Magic Pencil – persuasive writing and biographical narratives.
<b>Maths</b>	Place Value; Addition & Subtraction.	Multiplication & Division; Measurement.	Fractions; Decimals; Percentages.	Statistics; Geometry.	Position & Direction; Measurement.	Consolidation; Investigations.

<b>Computing</b>	Systems & Networks.	Creating Media (Audio).	Data & Information (Branching Databases).	Programming A (Animations).	Programming B (Quizzes).	Creating Media (Photo Editing).
<b>PE</b>	Coordination & Balance.	Agility & Reaction.	Dynamic Balance & Jumping.	Sending & Receiving.	Counter Balance & Coordination.	Team Games & Athletics.
<b>Languages</b>	German – Greetings & Introductions.	German – Numbers & Colours.	German – Family & Pets.	German – Food & Drink.	German – School & Hobbies.	German – Weather & Seasons.
<b>PSHE / RE</b>	Being Me in My World.	Celebrating Difference.	Dreams and Goals.	Healthy Me.	Relationships.	Changing Me.