

KS4 Nurture Long term plan- Half termly curriculum overview

Summer 2 – Made Versus Machine (7 Weeks)

Understanding the World (UTW)	Expressive Arts and Design (EA&D)	Personal, Social and Emotional Development (PSED)	Physical Development (DP)
<p>Science</p> <ul style="list-style-type: none"> • Pupils will identify forces acting on an object • Pupils will investigate the effects of friction on different surfaces • Pupils will sort magnetic and non-magnetic materials • Pupils will investigate the strengths of magnets • Pupils will explore magnetic poles • Pupils will explain that magnets attract some materials • Pupils will make predictions • Pupils will plan and carry out investigations • Pupils will make and record simple observations • Pupils will attempt to give a reason for what happened <p>Geography</p> <ul style="list-style-type: none"> • Pupils will identify famous landmarks • Pupils will identify local buildings and landmarks on a map • Pupils will describe local buildings and landmarks (fieldwork) • Pupils will ask questions like why? How? • Pupils will identify some human geographical features of places • Pupils will explore similarities and differences countries • Pupils will draw conclusions 	<p>Art and Design</p> <ul style="list-style-type: none"> • Pupils will explore the work of artists • Pupils will work independently on a piece of artwork • Pupils will be able to draw objects from different angles • Pupils will design and make 3D robots • Pupils can use different 3D construction and joining techniques • Pupils will work collaboratively on a piece of artwork • Pupils will evaluate own artwork • Pupils will show interest in and describe thoughts about the work of others. <p>Music</p> <ul style="list-style-type: none"> • Pupils will identify parts of a musical instrument • Pupils will listen to music and identify some musical elements • Pupils will explore different sounds made by musical instruments • Pupils will create a piece of digital music (GarageBand) • Pupils will evaluate pieces of music <p>Creative Explorers</p> <ul style="list-style-type: none"> • Pupils will develop observational skills • Pupils will listen and follow directions • Pupils will suggest ways of using natural and found materials 	<p>Careers</p> <ul style="list-style-type: none"> • Pupils will identify different roles of entrepreneurs • Pupils will develop teamwork skills • Pupils will understand the purpose of market research • Pupils will share own opinions and listen to the views of others. • Pupils will design and create a product to sell • Pupils will evaluate own product <p>Life skills</p> <ul style="list-style-type: none"> • Pupils will recognise dangers on the roads. • Pupils will know how to cross a road safely • Pupils will cross roads safely. • Pupils will ask for directions (with support) • Pupils will know how to make a cold drink • Pupils will know how to make a hot drink with support • Pupils will wash and dry pots • Pupils will Hoover with support <p>PSHE</p> <ul style="list-style-type: none"> • Pupils will know how to take medicine safely and keep safe around drugs. • To know about dangerous substances and how they can affect the body • Pupils will know how to access legal drugs, including prescriptions and over-the-counter medicines. 	<p>Physical Education</p> <ul style="list-style-type: none"> • Pupils will be able to improve on their personal bests • Pupils will demonstrate good control, strength, speed and stamina • Pupils will see new challenges as opportunities to learn and develop. • Pupils will recognise own strengths and weaknesses. • Pupils will set appropriate personal targets.

<p>History</p> <ul style="list-style-type: none"> • Pupils will explore and understand some of the key events in the history of computing. • Pupils will identify some of the different types of computers used in everyday life. • Pupils will recognise that things have changed over time. <p>Computing</p> <ul style="list-style-type: none"> • Pupils will understand what different technology looks like and what it does. • Pupils will identify technical terms used in computing • Pupils will discuss and identify differences between technology • Pupils will use a keyboard and mouse and include the different functions within work • <p>Religious Education</p> <ul style="list-style-type: none"> • Pupils will be able to begin to suggest why being religious is good/hard • Pupils will identify how some sacred texts are used by religions. • Pupils will recall and talk about some rules for living in religious traditions. • Pupils will find out about some religious teachings about how to live a good life. 	<ul style="list-style-type: none"> • Pupils will identify ways in which the environment may be damaged. • Pupils will name the materials they have used. • Pupils will identify appropriate materials and plan how to use these safely. • Pupils will evaluate risk • Pupils will tie a knot • Pupils will construct using natural materials 	<ul style="list-style-type: none"> • Pupils will know why it is important to read information carefully for medicines. • Pupils will know the laws around illegal drugs and legal drugs. • Pupils will explore the effects of kindness towards others • Pupils will describe impact of change and explore strategies to deal with this. • Pupils will identify different types of bank accounts • Pupils will know there are different methods of payment • Pupils will explain why budgeting can be helpful and how a budget can be made • Pupils will know the difference between 'wants' and 'needs' 	
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Solar Steps 6- 8