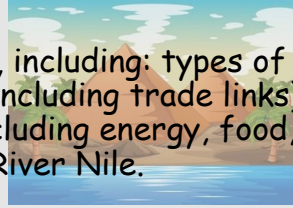


Term 1: Where Nobody Lives

Geography

- To develop a knowledge of human geography, including: types of settlement and land use, economic activity (including trade links) and the distribution of natural resources including energy, food, minerals and water, through a study of the River Nile.



History

- To continue to develop a chronologically secure knowledge and understanding of world history, establishing clear narratives within and across the periods they study.
- Learn about the achievements of the earliest civilizations - an overview of where and when the first civilizations appeared, including an in-depth study of Ancient Egypt.



Music

- To appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians—focus on the Danse Macabre, by Camille Saint Saens.

Art and Design

- To create sketch books to record observations and use them to review and revisit ideas
- Learn about great artists, architects and designers in history.
- To explore the role of art around us—focus on the artist and illustrator Dave McKean



P.E.

Shepway Sports Trust—Boxing.

Design and Technology

- To generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams and computer aided design.



Languages

Salut — revisiting conversation using core vocabulary, and then 'actions'.



Computing

- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.- E-Safety.
- Understand computer networks—including the internet; also how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.

