

IPC Long Term Plan 2020-21 with National Curriculum Expectations

	Year	Autumn Term: 14.5 Weeks	Spring Term: 11 Weeks	Summer Term: 13 Weeks
Mile Post 1	1	<p><b>Brainwave Tasks: Entry Point, Knowledge Harvest, Task 1 &amp; 2</b>  <b>Super Humans 3 wks</b>  <b>Science:</b> the five senses, nutrition and healthy eating. identifying parts of the body including organs. <i>make comparisons between humans and a range of animals</i>  <b>DT:</b> Preparing a healthy meal</p> <p><b>Brainwave Task: 4</b>  <b>From A to B 6 wks</b>  <i>Need to adapt slightly to include lots of map work (see NC and progression grids)</i>  <b>Geography:</b> map work, identifying countries, fieldwork in the local area. <i>weather changes, hot/ cold climates</i>  <b>History:</b> transport in the past, timelines, using primary sources to understand key events  <b>Science:</b> investigating air resistance  <b>DT:</b> Design, make and test a vehicle</p>	<p><b>Brainwave Task: 5</b>  <b>What's It Made Of? 3wks</b>  <b>Science:</b> materials  <b>DT:</b> Evaluating existing products/stages of production.</p> <p><b>Brainwave Task: 6</b>  <b>Green Fingers! 6 wks</b>  <b>Geography:</b> Habitat locations, where plants grow in the world  <b>Science:</b> Plants, living things, habitats  <b>DT:</b> mini greenhouses</p>	<p><b>Brainwave Tasks: 7 &amp; 8</b>  <b>Time Travelers 6 wks</b>  <b>History:</b> Events in chn's lives; simple timelines; local and global significant event, including inventions  <b>Science:</b> materials - how they change over time, different strengths  <b>DT:</b> design and make packaging for a product</p> <p><b>Brainwave Task: 3</b>  <b>Unit: Hooray...Let's Go On Holiday! 6 wks</b>  <b>History:</b> Evolution of luggage and the holiday, differences and similarities between holidays now and from the past, history within living memory  <b>Geography:</b> Names of continents, countries and seas; capital cities of the UK, global weather patterns  <b>DT:</b> Designing a holiday souvenir</p>
	2	<p><b>Brainwave Task: Brainwave Task: Entry Point, Knowledge Harvest, Task 1 and 3</b>  <b>Treasure Islands 6 wks</b>  <b>History:</b> timelines, transport in the past  <b>Geography</b> map work (uk and other locations), directions, oceans, continents, weather, climate and physical geography  <b>Science:</b> climates, weather  <b>DT:</b> Making and evaluating compasses, designing treasure chests</p> <p><b>Brainwave Task 4</b>  <b>All Dressed Up 3 wks</b>  <b>History:</b> how clothes have changed over time  <b>Science:</b> exploring fabrics based on strength and saturation points  <b>DT:</b> evaluating different methods for fastening clothes, exploring textiles  <b>Geography:</b> identify how climate affects what people wear</p>	<p><b>Brainwave Task 5</b>  <b>Buildings 6 wks</b>  <b>History:</b> Features of buildings and how they have changed over time.  <b>Geography:</b> human geography - features of homes from around the world, how climate influences designs of homes around the world  <b>Science:</b> Materials and changes to materials used in buildings  <b>DT:</b> design of buildings, structures and how to make them stronger</p> <p><b>Brainwave Task: 6</b>  <b>People of the Past 6 wks</b>  <b>History:</b> key people in decision-making, famous explorers, scientists and inventors, how communication has developed over time</p>	<p><b>Brainwave Task: 7</b>  <b>Live and Let live 3wks</b>  <b>Science:</b> what animals and humans need to survive and grow, how living and non-living things differ  <b>Geography:</b> different places where animals, plants and humans live, identifying hot and cold areas (map work)  <b>DT:</b> Design and make a bird feeder</p> <p><b>Brainwave Task: 8</b>  <b>We Are What We Eat 6 wks</b>  <b>History:</b> how food has changed  <b>Geography:</b> where our food comes from, why different foods grow in certain countries  <b>Science:</b> food groups, how food grows (plants), why we need food  <b>DT:</b> food technology – savoury dishes</p>

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<b>Off Timetable Events</b>	<b>Assessment Week</b> <b>Art and Culture Week</b>	<b>Assessment Week</b> <b>Science Week</b> <b>World Book Day</b> <b>Number Day</b>	<b>Assessment Week</b> <b>Health and Well Being Days</b> <b>Geography Day</b> <b>Sports Week</b>
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<b>Mile Post 2</b>	3	<p><b>Brainwave Tasks: Entry Point, Knowledge Harvest, Task 1 &amp; 2</b> <b>Scavengers and Settlers – 5 ¼ wks</b> <b>History:</b> changes in Britain from Stone Age to Iron Age <b>Geography:</b> British geography – settlement locations Skara Brae <b>Science:</b> Fossils – see NC Rocks (rocks are also covered in Spring) <b>DT:</b> making fossils</p> <p><b>Brainwave Task: 3</b> <b>Time and Place, Earth and Space 7 ½ wks</b> <b>Geography:</b> time zones, latitude, longitude, climate zones <b>Science:</b> Light and shadows, time <b>DT:</b> design and create sun dials and calendars</p>	<p><b>Brainwave Tasks: 4 &amp;5</b> <b>Land, Sea and Sky - 6 weeks</b> <b>Geography:</b> Names and locations of oceans, rivers, continents and countries <b>Science:</b> Plants; animals – making links between animals and humans <b>DT:</b> Sewing</p> <p><b>Brainwave Task: 6</b></p> <p><b>Feel the Force - 3 weeks</b> <b>History:</b> Issac Newton’s impact on British/world development <b>Geography:</b> <b>Science:</b> Forces <b>DT:</b> marble run with levers and mechanisms</p>	<p><b>Brainwave Tasks: 7&amp;8</b></p> <p><b>Active Planet -11 weeks</b> <b>History:</b> Pompeii <b>Geography:</b> Volcano islands; earthquakes <b>Science:</b> Rocks <b>DT:</b> protective clothing item for emergency services in a disaster zone, i.e. gloves – must be textiles-based.</p>
	4	<p><b>Brainwave 2 weeks</b> <b>How Humans Work - 4 wks</b> <b>Science:</b> light, nutrition, digestion, skeletons food chains, identifying producers, predators and prey. describe the functions of the heart, blood vessels and blood. <i>Include sound objectives from NC</i> <b>DT:</b> Design, create and evaluate a healthy and nutritious salad</p> <p><b>Brainwave Task: 3</b> <b>Chocolate - 8 weeks</b> <b>History:</b> achievements of non-European early civilizations that provide contrast with British history –e.g. the growth and importance of cocoa trade</p>	<p><b>Temples, Tombs and Treasures – 6 wks</b> <b>History:</b> Ancient Egypt: comparison between Ancient Sumer and Ancient Egypt; <b>Geography:</b> human geography and physical <b>Art:</b> Egyptian artefacts using a range of materials (pencil, clay, paint)</p> <p><b>On Tap - 4 weeks</b> <b>Geography:</b> water cycle. water pollution <b>Science:</b> states of matter, water cycle (link between evaporation and temperature)</p>	<p><b>Saving the World - 7 weeks</b> <b>History:</b> <b>Geography:</b> Hemispheres, equator, climate zones, biomes. human geography, <b>Science:</b> recognise that living things can be grouped in a variety of ways to explore and use classification keys <b>DT:</b> cooking and nutrition - Tropical fruit drinks</p> <p><b>Bright Sparks! 4 weeks</b> <b>Science:</b> electricity, magnets <b>DT:</b> Design and make a model house which includes circuits i.e. security alarm or light <b>History:</b> history of the lightbulb</p>

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		<p><b>Geography:</b> use maps, atlases, globes and physical geography, including: climate zones, biomes and vegetation belts</p> <p><b>Science:</b> tooth decay (see NC – Animals and Humans - identify the different types of teeth in humans and their simple functions, investigating materials (wrappers)</p> <p><b>DT:</b> designing and making chocolate</p>		
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<i>Mile Post 3</i>	5	<p><b>Brainwave Tasks: Entry Point, Knowledge Harvest, Task 1 &amp; 2</b></p> <p><b>Earth as an Island 6 wks</b></p> <p><b>Geography</b> map work (six figure grid references), types of settlement and land use including economy and distribution</p> <p><b>DT:</b> food groups and food preparation, plan, create and evaluate an island dish</p> <p><b>Bake It! - 4 wks</b></p> <p><b>Science:</b> properties of materials solids, liquids and gases</p> <p><b>DT:</b> new food brand – baking range reversible and irreversible changes - filtering. water cycle in action in different contexts. Design and make a new brand of food - Importance of bread/food shortages.</p> <p><b>Brainwave Task:3</b></p> <p><b>Full Power 3 weeks</b></p> <p><b>History:</b> famous inventors and their contribution to the development of electricity</p> <p><b>Science:</b> electricity and circuits</p>	<p><b>Brainwave Task:4, 5&amp;6</b></p> <p><b>The Great, The Bold and The Brave 8 wks</b></p> <p><b>History:</b> Romans, Saxons and Scots, Vikings, Ancient Greece</p> <p><b>Geography:</b> map work – main cities, routes of invasion, trade links</p>	<p><b>Brainwave Task:7</b></p> <p><b>Fascinating Forces 3 ½ wks</b></p> <p><b>Science:</b> gravity, air and water resistance, friction, levers and pulleys *combine with DT project above</p> <p><b>DT:</b></p> <p>Effects of mechanisms (gears and pulleys) - lego gear investigatio</p> <p><b>Brainwave Task:8</b></p> <p><b>Space Explorers – 7 ½ wks</b></p> <p><b>Geography:</b> History - link to Galileo</p> <p><b>Science:</b> Solar system; movement of the moon; the earth’s rotation (also covered in Spring term – avoid overlap)</p> <p><b>DT:</b> moving space vehicle *see science below</p> <p>DT - Design and make a Mars rover</p> <p>Classification and comparison of rocks and soils Life cycle of a star - effects on the universe.</p> <p>Art - colour from nebulae</p>

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		<p><b>DT:</b> design and make car components that require circuits</p>		
6	<p><b>Brainwave Tasks: Entry Point, Knowledge Harvest, Task 1 &amp; 2</b></p> <p><b>Brainwave Task:3</b> <b>Time Tunnel - 6 weeks</b> <b>History:</b> Local history – WW2 in Luton; Battle of Britain, Understanding the cause and consequence of key events nationally, internationally and locally: <b>Geography:</b> map work – European countries; local geography fieldwork (bomb trail) including Ordnance Survey maps <b>Science:</b> Light, Electricity <b>DT:</b> WW2 room with blackout link – use science links to create circuits, pulleys etc.</p> <p><b>Extreme Survivors 5 ½ wks</b> <b>History:</b> <b>Geography:</b> climate zones; biomes; oceans <b>Science:</b> evolution and inheritance; living things and habitats</p>	<p><b>Brainwave Task:4&amp;5</b></p> <p><b>Brainwave Task:8</b> <b>Being Human - 4 weeks</b> <b>Geography:</b> global health issues <b>Science:</b> Humans- the body including the brain, heart, and lungs. Inheritance, medical advances and how the environment affects our health. <b>DT:</b> plan and prepare healthy savoury meal</p> <p><b>Brainwave Task:6</b> <b>Roots, Shoots &amp; Fruits 3.4wks spec reproduction and classification</b> <b>Geography:</b> how physical and human features affect their environment and the plants which grow there. <b>Science:</b> the different parts of plants and their functions. <b>DT:</b> design and create a planting device</p>	<p><b>Brainwave Task:7</b></p> <p><b>AD900 - 6 weeks</b> <b>History:</b> Choose from: Mayans, Benin or Islamic Empire <b>Geography:</b> * dependent on choice above <b>Science:</b></p> <p><b>The Story of English 6 wks</b> <b>History</b> development of the English language and its spread across the world <b>DT:</b> evaluate existing methods of print. plan, design and create a book.</p>	
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