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| **Year Group** | **Autumn**  | **Spring**  | **Summer**  |
| Projects on a Page | **Local History/Local** | **British History/UK** | **Ancient/ World History/ World** |
| Little Buds | Explore materials with different properties.Repeat actions that have an effect.Explore natural materials inside and out.Explore and respond to different natural phenomena in their setting and on trips.Make connections between the features of their family and other families.Notice differences between people. |
| Nursery | Use all their senses in hands-on exploration of natural materials.Explore collections of materials with similar and/or different properties.Talk about what they see, using a wide vocabulary.Explore how things work.Plant seeds and care for growing plants.Understand the key features of the life cycle of a plant and an animal.Begin to understand the need to respect and care for the natural environment and all living things.Explore and talk about different forces they can feel.Talk about the differences between materials and changes they notice.Know that there are different countries in the world and talk about differences they have experienced |
| Reception | All about MeTalk about members of their immediate family and community.Understand the effect of changing seasons on the natural world around them. | Space and AliensExplore the natural world around them.Understand the effect of changing seasons on the natural world around them. | SuperheroesExplore the natural world around them.Understand the effect of changing seasons on the natural world around them. | Understand the effect of changing seasons on the natural world around them. |  MinibeastsExplore the natural world around them.Explore what they see, hear and feel whilst outside.Understand the effect of changing seasons on the natural world around them. |  PiratesUnderstand the effect of changing seasons on the natural world around them. |
| Year 1 | HistoryThe lives of significant individuals**Food Technology**Preparing fruit and vegetables |  GeographyUK Landmarks and characteristics Capital Cities**Structures**Free Standing Structures Playground furniture for a teddy/doll | HistoryEvents beyond living memorythat are significant globally: **Mechanisms** Sliders and LeversPop-up card/page about a historical figure |
| Year 2 | HistoryChanges within living memoryTextilesTemplates and joining techniquesGlove Puppets | GeographyUK countries, seas around the UK, Characteristics of the four countriesFood TechnologyPreparing fruit and vegetables | HistoryThe lives of significant individuals in the past Explorers**Mechanisms**Wheels + axlesA toy inspired by an invention |
| Year 3 | GeographyContrasting LocalityFood TechnologyHealthy and varied diet | GeographyEuropean Study**Structures** Shell structures - 3D nets Box net shaped souvenir which can light up.  | HistoryAncient Greece Mechanical systemsLevers and linkages Pop-up book pages about Greek life. |
| Year 4 | GeographyRivers – Water Cycle**Electrical Systems**Simple programming and controlA light or sound alarm system for flooding. | HistoryThe Roman Empire and its impact on Britain**Food Technology**Healthy and varied diet | GeographyEconomic Activity inc. Trade LinksTextiles & Structures2D shape – 3D product - CADA container to protect a product for travel. |
| Year 5 | GeographyLiverpool Local IndustryElectrical systemsMore complex switches and circuits/Monitoring and controlDesign a light and sound system for a work space.  | HistoryBritain's Settlement by the Anglo-Saxons and Scots**Structures & Mechanical systems**Frame structures & pulleys and gearsSettlement shelter | HistoryA non-European society thatprovides contrasts with British historyMaya **Food Technology**Celebrating culture and seasonality. |
| Year 6 | GeographyImpact of WW2 on LiverpoolTextilesCombining different fabric shapes & Using CAD in textiles‘Make do and mend’ inspired recycling project. | SATSIf time, children could complete their lighthouse project during this time.  | GeographyNorth America**Food Technology**Celebrating culture and seasonality. |