

Long Term Subject Overviews 2025 - 2026

Art						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Drawing & Painting (Matisse/Kandinsky)		Textiles & Collage (Matisse/ Jackson)		Printing, 3D & IT (Warhol / Jeffers)	
Year 2		Drawing & Painting (Van Gogh/Delaunay)		Textiles & Collage (Silvers / Camil)		Printing, 3D & IT (Morris / Moore)
Year 3	Drawing & Painting (Seurat / Scheldt)		Textiles & Collage (Höch / Schwitters / Aboriginal)		Printing, 3D & IT (Taylor-Burroughs/ Razell/Goldsworthy)	
Year 4		Drawing & Painting (Hockney /C. Monet)		Textiles & Collage (Aqil / Bridgland / Butler)		Printing, 3D & IT (Picasso / Koichi / Rodin)
Year 5	Drawing & Painting (O'Keefe/Esher)		Textiles & Collage (Robins / Wentzler / Wilson)		Printing, 3D & IT (Binnie / Carlos / Tomita)	
Year 6		Drawing & Painting (Own Style)		Textiles & Collage (Own Style)		Printing, 3D & IT (Own Style)

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D&T						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Cooking & Nutrition (Gingerbread)		Textiles & Use of Materials (Key Ring - Staples)		Materials & Mechanisms (Cardboard & Split Pins)
Year 2	Cooking & Nutrition (Cakes)		Textiles & Use of Materials (Stuffed Toy - Glue)		Materials & Mechanisms (Cardboard - Lever & Slider Mechanism)	
Year 3		Cooking & Nutrition (Curry Sauce)		Textiles & Mouldable Materials (Bunting - Running Stitch)		Materials & Mechanisms (Wood - gears, pulleys, cams)
Year 4	Cooking & Nutrition (Pizza Dough & Toppings)		Textiles & Mouldable Materials (Puppet - Blanket Stitch)		Materials & Mechanisms (Electrical - switches, bulbs, buzzers, motors)	
Year 5		Cooking & Nutrition (Pastry)		Textiles & Mouldable Materials (Bag - Machine)		Materials & Mechanisms (Pneumatics)
Year 6	Cooking & Nutrition (Free Choice Dish)		Textiles & Mouldable Materials (Phone Case - Free Choice)		Materials & Mechanisms (Computer Programming)	

Geography

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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Our Locality - Village		Different Locality in UK		Hot & Cold (Africa v Arctic)	
Year 2		Our Locality - Physical & Human		Asia		Weather
Year 3	Volcanos & Earthquakes		Map Skills		Mediterranean	
Year 4		What Makes a Village? (Blidworth / Rainworth)		What Makes a City? (Nottingham)		Our World - inc. environmental issue Australia
Year 5	Rivers		Mountains		North America	
Year 6		Mapping Our Locality		Mapping Our World		South America

History

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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Changes Within Living Memory		Significant Individual - Brunel		Local Study - School
Year 2	Events Beyond Living Memory - Fawkes		Significant Individual - Nightingale		Events Beyond Living Memory - Great Fire	
Year 3		Local Study - Sherwood Forest		Stone Age to Iron Age		Ancient Egypt
Year 4	Ancient Greece		Roman Empire		Anglo Saxons & Scots	
Year 5		Local Study - Blidworth Mines		Vikings & Anglo Saxons		Non-European Contrast - Mayans
Year 6	Changes to Social History - Parliament		Changing Power of Monarchs - Victoria		World War II	

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Science						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Working Scientifically Animals, including Humans (RSHE) (Autumn)	Working Scientifically Animals, including Humans	Working Scientifically Animals, including Humans (Winter)	Working Scientifically Everyday Materials	Working Scientifically Everyday Materials (Spring)	Working Scientifically Plants (Summer)
Year 2	Working Scientifically Living Things & Their Habitats	Working Scientifically Classifying & Grouping Materials	Working Scientifically Changing Materials	Working Scientifically Animals including Humans (RSHE)	Working Scientifically Plants	Working Scientifically Living Things & Their Habitats
Year 3	Working Scientifically Light	Working Scientifically Animals including Humans	Working Scientifically Animals including Humans (RSHE)	Working Scientifically Rocks	Working Scientifically Plants	Working Scientifically Magnetic Forces
Year 4	Working Scientifically States of Matter	Working Scientifically Electricity	Working Scientifically Sound	Working Scientifically Sound	Working Scientifically Living Things & Their Habitats (RSHE)	Working Scientifically Animals including Humans
Year 5	Working Scientifically Properties & Changes to Materials	Working Scientifically Properties & Changes to Materials	Working Scientifically Animals including Humans (RSHE)	Working Scientifically Forces	Working Scientifically Earth & Space	Working Scientifically Living Things & Their Habitats
Year 6	Working Scientifically Electricity	Working Scientifically Animals including Humans (RSHE)	Working Scientifically Living Things & Their Habitats	Working Scientifically Evolution & Inheritance (RSHE)	Working Scientifically Evolution & Inheritance	Working Scientifically Light

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RE						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Who celebrates what and why? Hanukah	Who celebrates what and why? Christmas	How are churches and synagogues important to believers?	Myself and Caring for Others	Stories of Jesus - Miracle Stories	Stories Jesus Told-Parables
Year 2	Stories from the Old Testament and the Nativity		Belonging	Leaders	Believing	
Year 3	Prayer	Beliefs and Questions	Inspirational People		Worship and Sacred Places	
Year 4	The Journey of Life and Death	Symbols and Religious Expression		Religion, Family, Community, Worship, Celebration, Ways of Living		Spiritual Expression
Year 5	Religion and the Individual	Beliefs and Questions	Belief in Action in the World (Art and Architecture or Social Action?)		Inspirational People in Today's World	
Year 6	Religion, Worldviews, Family and Community	Wisdom and Authority		Belief in Action in the World (Human Rights & Social Justice)		Belief in Action in the World (Upstanders)

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Computing						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology Around Us	Creating Media - Digital Painting	Programming - Moving a Robot	Data & Information - Grouping	Creating Media - Digital Writing	Programming - Animations
Year 2	Information Technology Around Us	Creating Media - Digital Photography	Programming - Robot Algorithms	Data & Information - Pictograms	Creating Media - Digital Music	Programming - Quizzes
Year 3	Connecting Computers	Creating Media - Stop frame Animation	Programming - Sequencing Sounds	Data and Information - Branching Databases	Creating Media - Desktop Publishing	Programming - Events & Actions in Programs
Year 4	The Internet	Creating Media - Audio Production	Programming - Repetition in Shapes	Data & Information - Data Logging	Creating Media - Photo Editing	Programming - Repetition in Games
Year 5	Systems & Searching	Creating Media - Video Production	Programming - Selection in Physical Computing	Data & Information - Flat-file Databases	Creating Media - Introduction to Vector Graphics	Programming - Selection in Quizzes
Year 6	Communication & Collaboration	Creating Media - Webpage Creation	Programming - Variables in Games	Data & Information - Introduction to Spreadsheets	Creating Media 3D Modelling	Programming - Sensing Movement

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Music						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Appraising - Classical Chopin - Piano	Appraising - Modern The Beatles	Appraising - Jazz Gregory Porter	Appraising - Modern Disney	Appraising - World African Drumming	Appraising - Classical Debussy
	Performing - Drums	Singing	Performing - Drums	Composing - Drums	Composing - Drums	Improvising - Drums
Year 2	Appraising - Classical Tchaikovsky - Brass	Appraising - Modern Abba	Appraising - Jazz Duke Ellington	Appraising - Modern The Beach Boys	Appraising - World Asia	Appraising - Classical Beethoven
	Performing - Boomwhackers	Singing	Performing - Boomwhackers	Composing - Boomwhackers	Composing - Boomwhackers	Improvising - Boomwhackers
Year 3	Appraising - Classical Holst - Woodwind	Appraising - Modern Rolling Stones	Appraising - Jazz Billie Holiday	Appraising - Modern Coldplay	Appraising - World Spain	Appraising - Classical Mozart
	Performing - Ocarina	Performing - Ocarina	Composing - Ocarina	Singing	Composing - Ocarina	Improvising - Ocarina
Year 4	Appraising - Classical Schubert - Strings	Appraising - Modern Dolly Parton	Appraising - Jazz Miles Davis	Appraising - Modern Adele	Appraising - World Australia	Appraising - Classical Elgar
	Performing - Recorders	Singing	Performing - Recorders	Singing	Composing - Recorders	Improvising - Recorders
Year 5	Appraising - Classical Ravel - Full Orchestra	Appraising - Modern Stevie Wonder	Appraising - Jazz Ella Fitzgerald	Appraising - Modern Whitney Houston	Appraising - World North America Country	Appraising - Classical Bach
	Performing - Glockenspiel	Performing - Glockenspiel	Composing - Glockenspiel	Composing - Glockenspiel	Improvising - Glockenspiel	Singing
Year 6	Appraising - Classical Review	Appraising - Modern Ed Sheeran	Appraising - Jazz Ezra Collective	Appraising - Modern Stormzy	Appraising - World South America	Appraising - Classical Review
	Performing - Ukulele	Performing - Ukulele	Composing - Ukulele	Composing - Ukulele	Improvising - Ukulele	Singing
French						

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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Greetings and Numbers	Playground Games	Minibeasts	Dinosaurs	Plants	Mr Biscuit
Year 2	At the Farm	Autumn Walk and Harvest	Birthday Party	Me and My Puppy	Over the Rainbow	Pirates
Year 3	A New Start	Calendar and Celebrations	Animals	Carnival and Numbers	The Hungry Giant	Where I Live
Year 4	Welcome to School	My Town, Your Town	Alien Faces and Family	Moving our Bodies	At the Doctors and Jungle Animals	Summertime
Year 5	Me and my Friends at School	Time in the City	At the Market	Clothes	Out of this World	Going to the Seaside
Year 6	This is me!	Homes and Houses	Sports	My Best Day Ever	Café Culture	Let's Celebrate

PE

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Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Games - Football	Games - Handball	Dance	Gymnastics	Athletics	Games - Pickleball
	Fundamentals - Explore movement; running, jumping, co-ordination, balance, agility, throwing, catching. - Explore awareness of direction, level and speed. - Copy and repeat simple sequences.					
	Strategies & Tactics - With guidance, participate in respect, fair play, working with others/sportsmanship. - Work towards understanding basic rules of pleasurable/ purposeful activities. - Explore minimal environmental changes. - Explore a range of unopposed skill sets. - Explore fine and gross motor skills through the use of varied equipment.					
Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Games - Football	Games - Handball	Dance	Gymnastics	Athletics	Games - Pickleball
	Fundamentals - Display awareness of ability and development in the fundamentals of movements, in isolation and varied environments. - Display awareness of direction, level and speed. - Develop known movements to create a simple sequence.			Strategies & Tactics - Participate in displaying respect, fair play and working well with others/ sportsmanship. - Display ability to follow simple rules of pleasurable/ purposeful activities. - Exploring a range of environmental changes. - Exploring a range of unopposed and opposed skill sets. - Display development of fine and gross motor skills using specific and purposeful equipment.		
Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Games - Football	Games - Basketball	Dance	Gymnastics	Athletics	Games - Tennis
	Fundamentals - Demonstrate range of fundamental movements with accuracy, in isolation and varied environments. - Demonstrate changes of direction, speed and level during performance or in competitive environments. - Demonstrate ability to co-ordinate movements to create/develop sequence.					
	Strategies & Tactics - Demonstrate understanding of fair play, respect and leading a small group. - Demonstrate ability to participate and negotiate the rules of a small sided activity/game. - Demonstrate ability to alter performance based on environmental changes. - Apply unopposed skill set knowledge and demonstrate these through opposed activities. - Demonstrate confidence in using specific equipment and identifying how handling this in different ways can effect development.					

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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4	Swimming					
	Games - Football	Games - Basketball	Dance	Gymnastics	Athletics	Games - Tennis
	Fundamentals - Adapt prior knowledge to match swimming pool environment. - Adapt to new activities and techniques; water discovery, exploration, acclimation, movement, stamina, development, mechanics.					
	Strategies & Tactics - Know that strong technique will aid ability and enhance performance. - Recall facts and explain ideas of basic concepts. - Demonstrate and use varied equipment to match the environment.					
Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Games - Football	Games - American Football	Dance	Gymnastics	Athletics	Outdoor Adventurous Games - Cricket
	Fundamentals - Connect fundamental movements required for accomplishment. - Utilise changes of dynamics, direction, speed and level during performances and competitions to succeed. - Link movements and patterns to create a successful and/or meaningful sequence/ performance.					
	Strategies & Tactics - Show understanding of fair play, respect, teamwork and leading a medium sized group. - Develop personal reflection skills. - Know difference between positive and negative feedback and effect this can have. - Connect previous experience and knowledge of environmental changes and adapting techniques to become successful accordingly. - Further develop unopposed and opposed activities with introduction and focus of random activities and games. - Use appropriate fine or gross motor skill required to refine and enhance performance/skill set using appropriate equipment.					
Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Games - Football	Games - American Football	Dance	Gymnastics	Athletics	Outdoor Adventurous Games - Cricket
	Fundamentals - Utilise knowledge and experience of fundamental movements at optimum level to enhance performance and pleasure seeking. - Create complex, demanding and well-executed sequences, patterns and movement using range of dynamics that enhance overall performance.		Strategies & Tactics - Implement understanding of fair play, respect, teamwork and leading a large group. - Observe and evaluate themselves, each other and professionals. - Develop and implement constructive feedback skills to encourage self and others performance/skills. - Select and modify environment and consider changes they could make to enhance personal gain or provide opponents a disadvantage. - Quickly alter perspective when different situations arise within games and activities (unopposed, opposed and random). - Know development of fine and gross motor skills can enhance performance, which will increase overall success rate. - Refine and implement development of motor skills through a range of activities and games.			