

Breadth	Threshold Concept	Milestone 3 Yr 5 and Yr6	Activities relate to Threshold Concepts and the Milestone indicators) (that
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History

Tudors	Investigate and interpret evidence	<ul style="list-style-type: none"> • Use sources of evidence to deduce information about the past. • Select suitable sources of evidence, giving reasons for choices. • Use sources of information to form testable hypotheses about the past. • Seek out and analyse a wide range of evidence in order to justify claims about the past. • Show an awareness of the concept of propaganda and how historians must understand the social context of evidence studied. • Understand that no single source of evidence gives the full answer to questions about the past. • Refine lines of enquiry as appropriate. 	<p>Explorers throughout History (Page 26 – 27)</p> <ul style="list-style-type: none"> - Name as many explorers as you can. Label a timeline to show when these events happened. - Why are explorers significant in the history of Britain? - What is the difference between exploration and migration? - Explain the advantages of exploration. - Learn about key explorers, such as Christopher Columbus, Sir Francis Drake, Roald Amundsen, Emilia Earhart, Neil Armstrong. - List resources that explorers brought back from their journeys. - Suggest reasons why the kings and queens of Europe encouraged explorers to sail to new worlds. - Suggest some reasons why most explorers in history have been men. - What was the impact on British society of exploration in the 16th and 17th centuries? <p>Key Vocabulary – exploration, significant, centuries, resources, civilisations, expanded</p>
	Build an overview of world history	<ul style="list-style-type: none"> • Identify continuity and change in the history of the locality of the school. • Give a broad overview of life in Britain from medieval until the Tudor and Stuarts times. • Compare some of the times studied with those of the other areas of interest around the world. 	

		<ul style="list-style-type: none"> • Describe the social, ethnic, cultural or religious diversity of past society. • Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children. 	
	Understand Chronology	<ul style="list-style-type: none"> • Describe the main changes in a period of history (using terms such as: social, religious, political, technological and cultural). • Identify periods of rapid change in history and contrast them with times of relatively little change. • Understand the concepts of continuity and change over time, representing them, along with evidence, on a time line. • Use dates and terms accurately in describing events. 	
	Communicate historically	<ul style="list-style-type: none"> • Use appropriate historical vocabulary to communicate, including: <ul style="list-style-type: none"> • dates • time period • era • chronology • continuity • change • century • decade 	

		<ul style="list-style-type: none"> • legacy. • Use literacy, numeracy and computing skills to an exceptional standard in order to communicate information about the past. • Use original ways to present information and ideas. 	
Geography			
Maps	Investigate places	<ul style="list-style-type: none"> • Collect and analyse statistics and other information in order to draw clear conclusions about locations. • Identify and describe how the physical features affect the human activity within a location. • Use a range of geographical resources to give detailed descriptions and opinions of the characteristic features of a location. • Use different types of fieldwork sampling (random and systematic) to observe, measure and record the human and physical features in the local area. Record the results in a range of ways. • Analyse and give views on the effectiveness of different geographical representations of a location (such as aerial images compared with maps and topological maps - as in London's Tube map). • Name and locate some of the countries and cities of the world and their identifying human and physical characteristics, including hills, mountains, rivers, key topographical features and land-use patterns; and understand how some of these aspects have changed over time. • Name and locate the countries of North and South America and identify their main physical and human characteristics. 	Ocean currents (pg 146-147) <ul style="list-style-type: none"> • What is an ocean current? What creates an ocean current? • What are gyres? Look at the rotation of gyres in the N and S hemispheres. • Identify and map the main ocean currents of the world. • Find out about the effect the ocean currents have on world weather patterns. What is the Gulf Stream and how does it affect UK weather? • Investigate the Great Pacific Garbage Patch. What is it? Why is it there/ What causes it? Plastic pollution: what can we do about it?

	Investigate patterns	<ul style="list-style-type: none"> • Identify and describe the geographical significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, and time zones (including day and night). • Understand some of the reasons for geographical similarities and differences between countries. • Describe how locations around the world are changing and explain some of the reasons for change. • Describe geographical diversity across the world. • Describe how countries and geographical regions are interconnected and interdependent. 	
	Communicate geographically	<ul style="list-style-type: none"> • Describe and understand key aspects of: <ul style="list-style-type: none"> • physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes and the water cycle. • human geography, including: settlements, land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals, and water supplies. • Use the eight points of a compass, four-figure grid references, symbols and a key (that uses standard Ordnance Survey symbols) to communicate knowledge of the United Kingdom and the world. • Create maps of locations identifying patterns (such as: land use, climate zones, population densities, height of land). 	

Surrealism	Develop ideas	<ul style="list-style-type: none"> • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses. • Comment on artworks with a fluent grasp of visual language. 	Textiles Lesson 1 – Bayeaux Tapestry talk and discuss Show the children a selection of pictures and see if they can create a story related to the images. Why do they think this was made? Tell them the actual story. Lesson 2 – Read a story and discuss (story broken into x amount of parts) Read through a story with the children (story to be decided at Feb half term, but perhaps The Three Little Pigs/Red Riding Hood) Lesson 3 – Practise skills of sewing/ What worked well? Complete sewing materials on to fabric, so that the children can practise their skills. Children to have created their plans working with their group to make decisions on colours etc for specific characters. Lesson 4 - Practical session Children to complete their segment of the story. Lesson 5 – Practical session Children to continue with and complete their piece of work. Put the work together to see the whole story.
	Master Techniques	Painting <ul style="list-style-type: none"> • Sketch (lightly) before painting to combine line and colour. • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing upon ideas from other artists. Collage <ul style="list-style-type: none"> • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques. Sculpture <ul style="list-style-type: none"> • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form. Drawing	

		<ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). • Use lines to represent movement. <p>Print</p> <ul style="list-style-type: none"> • Build up layers of colours. • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work. <p>Textiles</p> <ul style="list-style-type: none"> • Show precision in techniques. • Choose from a range of stitching techniques. • Combine previously learned techniques to create pieces. <p>Digital Media</p> <ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations). 	
	Take inspiration from the greats	<ul style="list-style-type: none"> • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. 	

		<ul style="list-style-type: none"> • Create original pieces that show a range of influences and styles. 	
Design & Technology			
	Master practical skills	<p>Food</p> <ul style="list-style-type: none"> • Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). • Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. • Demonstrate a range of baking and cooking techniques. • Create and refine recipes, including ingredients, methods, cooking times and temperatures. <p>Materials</p> <ul style="list-style-type: none"> • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper). <p>Textiles</p> <ul style="list-style-type: none"> • Create objects (such as a cushion) that employ a seam allowance. 	<p>Making a pencil case</p> <p>Week 1 – Design criteria. To use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups in the context of creating a design criteria for a pencil case.</p> <p>Week 2 – Designing To generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams in the context of making a paper template for a pencil case.</p> <p>Week 3 – Making a template and investigate stitches. To generate, develop and communicate their ideas through discussion, prototypes and pattern pieces in the context of making a paper template for a pencil case. Start stitches if there is time - To generate, develop, model and communicate their ideas through prototypes in the context of practising different stitches to inform the final design.</p> <p>Week 4 – Practise stitches Continue with practising stitches – the children need to be confident with a blanket stitch and running stitch to ensure that they can complete the pencil case.</p> <p>Week 5 – Start the decorating process, begin sewing if time.</p>

		<ul style="list-style-type: none"> • Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration). • Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion). <p>Electricals and electronics</p> <ul style="list-style-type: none"> • Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips). <p>Computing</p> <ul style="list-style-type: none"> • Write code to control and monitor models or products. <p>Construction</p> <ul style="list-style-type: none"> • Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding). <p>Mechanics</p> <ul style="list-style-type: none"> • Convert rotary motion to linear using cams. • Use innovative combinations of electronics (or computing) and mechanics in product designs. 	<p>To select from and use a wider range of materials and components, including textiles, according to their functional properties and aesthetic qualities in the context of selecting decorative techniques and fastenings for felt pencil cases.</p> <p>Week 6 – Complete making the pencil case and review the work.</p> <p>To complete the pencil case and then evaluate their work based on the criteria decided upon at the start.</p>
	Design, make, evaluate and improve	<ul style="list-style-type: none"> • Design with the user in mind, motivated by the service a product will offer (rather than simply for profit). • Make products through stages of prototypes, making continual refinements. • Ensure products have a high quality finish, using art skills where appropriate. • Use prototypes, cross-sectional diagrams and computer aided designs to represent designs. 	

	Take inspiration from design throughout history	<ul style="list-style-type: none"> • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. • Create innovative designs that improve upon existing products. • Evaluate the design of products so as to suggest improvements to the user experience. 	
Science			
	Work scientifically	<ul style="list-style-type: none"> • Plan enquiries, including recognising and controlling variables where necessary. • Use appropriate techniques, apparatus, and materials during fieldwork and laboratory work. • Take measurements, using a range of scientific equipment, with increasing accuracy and precision. • Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, bar and line graphs, and models. • Report findings from enquiries, including oral and written explanations of results, explanations involving causal relationships, and conclusions. • Present findings in written form, displays and other presentations. • Use test results to make predictions to set up further comparative and fair tests. • Use simple models to describe scientific ideas, identifying scientific evidence that has been used to support or refute ideas or arguments. 	Famous Scientists Lesson 1 / 2 – David Attenborough Lesson 3 / 4 – Eva Crane Lesson 5 / 6 – Leonardo da Vinci

	Understand plants	<ul style="list-style-type: none"> • <i>Relate knowledge of plants to studies of evolution and inheritance.</i> • <i>Relate knowledge of plants to studies of all living things.</i> 	
	Understand animals and humans	<ul style="list-style-type: none"> • Describe the changes as humans develop to old age. • Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood. • Recognise the importance of diet, exercise, drugs and lifestyle on the way the human body functions. • Describe the ways in which nutrients and water are transported within animals, including humans. 	
	Investigate living things	<ul style="list-style-type: none"> • Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird. • Describe the life process of reproduction in some plants and animals. • Describe how living things are classified into broad groups according to common observable characteristics. • Give reasons for classifying plants and animals based on specific characteristics. 	
	Understand evolution and inheritance	<ul style="list-style-type: none"> • Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago. • Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents. 	

		<ul style="list-style-type: none"> • Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution. 	
	Investigate materials	<ul style="list-style-type: none"> • Compare and group together everyday materials based on evidence from comparative and fair tests, including their hardness, solubility, conductivity (electrical and thermal), and response to magnets. • Understand how some materials will dissolve in liquid to form a solution and describe how to recover a substance from a solution. • Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating. • Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic. • Demonstrate that dissolving, mixing and changes of state are reversible changes. • Explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning, oxidation and the action of acid on bicarbonate of soda. 	
	Understand the Earth's movement in space	<ul style="list-style-type: none"> • Describe the movement of the Earth, and other planets, relative to the Sun in the solar system. • Describe the movement of the Moon relative to the Earth. • Describe the Sun, Earth and Moon as approximately spherical bodies. • Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky. 	

	<p>Understand electrical circuits</p> <ul style="list-style-type: none"> • Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. • Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches. • Use recognised symbols when representing a simple circuit in a diagram. 	
	<p>Understand movement, forces and magnets.</p> <p>Magnets</p> <ul style="list-style-type: none"> • Describe magnets as having two poles. • Predict whether two magnets will attract or repel each other, depending on which poles are facing. <p>Forces</p> <ul style="list-style-type: none"> • Explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object. • Identify the effect of drag forces, such as air resistance, water resistance and friction that act between moving surfaces. • <i>Describe, in terms of drag forces, why moving objects that are not driven tend to slow down.</i> • <i>Understand that force and motion can be transferred through mechanical devices such as gears, pulleys, levers and springs.</i> • Understand that some mechanisms including levers, pulleys and gears, allow a smaller force to have a greater effect. 	<p>Lesson 1 – Identifying push and pulls</p> <p>Lesson 2 – Isaac Newton. Gravity. Mass and Weight</p> <p>Lesson 3 – Investigation. Craters created by drop</p> <p>Lesson 4 – Parachute investigation</p> <p>Lesson 5 – Boat race investigation</p> <p>Lesson 6 – Mechanisms – gears/pulleys/springs</p>

	Understand light and seeing	<ul style="list-style-type: none"> • Understand that light appears to travel in straight lines. • Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eyes. • Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them, and to predict the size of shadows when the position of the light source changes. • Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes. 	
	Investigate sound and hearing	<ul style="list-style-type: none"> • Find patterns between the pitch of a sound and features of the object that produced it. • Find patterns between the volume of a sound and the strength of the vibrations that produced it. • Recognise that sounds get fainter as the distance from the sound source increases 	

Computing

	Code	<ul style="list-style-type: none"> • Set IF conditions for movements. Specify types of rotation giving the number of degrees. • Change the position of objects between screen layers (send to back, bring to front). • Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. • Combine the use of pens with movement to create interesting effects. • Set events to control other events by 'broadcasting' information as a trigger. • Use IF THEN ELSE conditions to control events or objects. 	<p><u>Spring 1 – Video editing</u></p> <p>Lesson 1 – Learn about the history of moving images and video. What are the benefits of adding audio?</p> <p>Lesson 2 – Identify devices and apps that record audio and video. What are the pros and cons of these devices?</p> <p>Lesson 1 – What makes a good website? Review existing website and its structure.</p> <p>Lesson 2 – How would you lay out a web page? Plan the features of a web page</p>
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		<ul style="list-style-type: none"> • Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions. • Use lists to create a set of variables. • Use the Boolean operators <p>() < ()</p> <p>() = ()</p> <p>() > ()</p> <p>()and()</p> <p>()or()</p> <p>Not()</p> <p>to define conditions.</p> <ul style="list-style-type: none"> • Use the Reporter operators <p>() + ()</p> <p>() - ()</p> <p>() * ()</p> <p>() / ()</p> <p>to perform calculations.</p> <p>Pick Random () to ()</p> <p>Join () ()</p> <p>Letter () of ()</p>	<p>Lesson 3 – Copyright or copyWRONG – consider the ownership and use of images.</p> <p>Lesson 4 – How does my webpage look? Recognise the need to preview a webpage.</p> <p>Lesson 5 – Follow the breadcrumbs – what is a navigation path? Outline the need for a navigation path.</p> <p>Lesson 6 – Think before you link. Recognise the implications of linking to content owned by other people.</p>
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		<p>Length of ()</p> <p>() Mod () This reports the remainder after a division calculation</p> <p>Round ()</p> <p>() of ().</p>	
	Connect	<ul style="list-style-type: none"> • Collaborate with others online on sites approved and moderated by teachers. • Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems. • Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder. • Understand the effect of online comments and show responsibility and sensitivity when online. • Understand how simple networks are set up and used. 	
	Communicate	<ul style="list-style-type: none"> • Choose the most suitable applications and devices for the purposes of communication. • Use many of the advanced features in order to create high quality, professional or efficient communications. 	
	Collect	<ul style="list-style-type: none"> • Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner. 	<p><u>Spring Term 2 – Flat-file databases</u></p> <ol style="list-style-type: none"> 1. Creating a paper-based database – paper version of a database. 2. Computer databases – examine how data can be stored and viewed. 3. Using a database – grouping records 4. Using search tools - use search techniques within a database

			<p>5. Comparing data visually - what makes a chart useful and how it can be used to compare data.</p> <p>6. Databases in real life - real life data base to ask and answer questions.</p>
Music			
<u>Vocab</u> <u>Unit 1</u> Minims, crotchets, dotted crochets, quavers, Legato, staccato, solo, tempo, allegro, adagio Dynamics - loud (forte) and quiet (piano), getting louder (crescendo)and getting quieter (decrescendo)	Perform	<ul style="list-style-type: none"> • Sing or play from memory with confidence. • Perform solos or as part of an ensemble. • Sing or play expressively and in tune. • Hold a part within a round. • Sing a harmony part confidently and accurately. • Sustain a drone or a melodic ostinato to accompany singing. • Perform with controlled breathing (voice) and skillful playing (instrument). 	<p>Charanga unit – How does music bring us together.</p> <p>Lesson 1 – Ghost Parade</p> <p>Lesson 2 – Ghost Parade</p> <p>Lesson 3 – Words can hurt</p> <p>Lesson 4 – Words can hurt</p> <p>Lesson 5 – Joyful, Joyful</p> <p>Lesson 6 – Joyful, Joyful</p> <p>Performing</p> <p>Ghost Parade; Words can hurt; Joyful, Joyful</p> <p>Composing</p> <p>C, G, Ab, Bb</p> <p>Improvising</p> <p>Using the glockenspiel and recorder</p> <p>Ukulele lessons – Taught by Mrs Harwood - LMS</p>
	Compose	<ul style="list-style-type: none"> • Create songs with verses and a chorus. • Create rhythmic patterns with an awareness of timbre and duration. • Combine a variety of musical devices, including melody, rhythm and chords. • Thoughtfully select elements for a piece in order to gain a defined effect. • Use drones and melodic ostinati (based on the pentatonic scale). 	

		<ul style="list-style-type: none"> • Convey the relationship between the lyrics and the melody. • Use digital technologies to compose, edit and refine pieces of music. 	
	Transcribe	<ul style="list-style-type: none"> • Use the standard musical notation of crotchet, minim and semibreve to indicate how many beats to play. • Read and create notes on the musical stave. • Understand the purpose of the treble and bass clefs and use them in transcribing compositions. • Understand and use the # (sharp) and ♭ (flat) symbols. • Use and understand simple time signatures. 	
	Describe music	<ul style="list-style-type: none"> • Choose from a wide range of musical vocabulary to accurately describe and appraise music including: <ul style="list-style-type: none"> • pitch • dynamics • tempo • timbre • texture • lyrics and melody • sense of occasion • expressive • solo • rounds • harmonies • accompaniments • drones • cyclic patterns • combination of musical elements • cultural context. • Describe how lyrics often reflect the cultural context of music and have social meaning 	Ukulele lessons – Taught by Mrs Harwood - LMS

Develop practical skills in order to participate, compete and lead a healthy lifestyle

Gymnastics

Create complex and well-executed **sequences** that include a full range of movements including:

- **travelling • balances • swinging • springing**

- **flight • vaults • inversions • rotations**

- **bending, stretching and twisting • gestures**

- **linking skills.**

- **Hold shapes** that are strong, fluent and expressive.

- Include in a sequence set pieces, choosing the most appropriate linking elements.

- **Vary speed, direction, level and body rotation** during floor performances.

- Practise and refine the gymnastic techniques used in performances (listed above).

- Demonstrate good kinesthetic awareness (placement and alignment of body parts is usually good in well-rehearsed actions).

- Use equipment to vault and to swing (remaining upright).

Games

Choose and combine techniques in game situations (**running, throwing, catching, passing, jumping and kicking**, etc.).

Gymnastics – GetSet4PE

Lesson 1 – To be able to perform symmetrical and asymmetrical balances.

Lesson 2 – To develop the straight, forward, straddle and backward roll.

Lesson 3 – To develop the straight, barrel, forward, straddle and backward roll.

Lesson 4 – To be able to explore different methods of travelling, linking actions in both canon and synchronisation.

Lesson 5 – To be able to perform progressions of inverted movements.

Lesson 6 – To be able to perform progressions of a handstand.

Lesson 7 – To explore matching and mirroring using actions both on the floor and on apparatus.

Lesson 8 – To be able to create a partner sequence using apparatus.

Dodgeball – GetSet4PE

Lesson 1 To recap on the rules of dodgeball and apply them to a game.

Lesson 2 – To develop throwing at a moving target.

Lesson 3 – To use jumps, dodges and ducks to avoid being hit.

Lesson 4 – To develop catching to get an opponent out.

Lesson 5 – To learn to block using a dodgeball.

Lesson 6 – To select and apply tactics in the game.

Lesson 7 – To develop officiating skills and referee a dodgeball game.

Lesson 8 – To apply skills, rules and tactics to a dodgeball tournament.

Swimming – taught by the staff at the Meres Leisure centre

		<ul style="list-style-type: none"> • Work alone, or with team mates in order to gain points or possession. • Strike a bowled or volleyed ball with accuracy. • Use forehand and backhand when playing racket games. • Field, defend and attack tactically by anticipating the direction of play. • Choose the most appropriate tactics for a game. • Uphold the spirit of fair play and respect in all competitive situations. • Lead others when called upon and act as a good role model within a team. 	
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R.E

	Understand beliefs and teachings	<p>Explain how some teachings and beliefs are shared between religions.</p> <p>Explain how religious beliefs shape the lives of individuals and communities.</p>	Being Human: How does faith and belief affect the way people live their lives? (See separate detailed plan for RE)
	Understand practices and lifestyles	<p>Explain the practices and lifestyles involved in belonging to a faith community.</p> <p>Compare and contrast the lifestyles of different faith groups and give reasons why some within the same faith may adopt different lifestyles.</p>	

		Show an understanding of the role of a spiritual leader.	
	Understand how beliefs are conveyed	Explain some of the different ways that individuals show their beliefs.	
RSE & PSED			
Families and friendships	Attraction to others; romantic relationships; civil partnership and marriage	<p>what makes a healthy friendship and how they make people feel included</p> <ul style="list-style-type: none"> • strategies to help someone feel included • about peer influence and how it can make people feel or behave • the impact of the need for peer approval in different situations, including online • strategies to manage peer influence and the need for peer approval e.g. exit strategies, assertive communication • that it is common for friendships to experience challenges • strategies to positively resolve disputes and reconcile differences in friendships • that friendships can change over time and the benefits of having new and different types of friends • how to recognise if a friendship is making them feel unsafe, worried, or uncomfortable • when and how to seek support in relation to friendships 	
Safe relationships	Recognising and managing pressure; consent in different situations	<p>to identify what physical touch is acceptable, unacceptable, wanted or unwanted in different situations</p> <ul style="list-style-type: none"> • how to ask for, give and not give permission for physical contact • how it feels in a person's mind and body when they are uncomfortable • that it is never someone's fault if they have experienced unacceptable contact • how to respond to unwanted or unacceptable physical contact 	

		<ul style="list-style-type: none"> • that no one should ask them to keep a secret that makes them feel uncomfortable or try to persuade them to keep a secret they are worried about • whom to tell if they are concerned about unwanted physical contact 	
Respecting ourselves and others	Expressing opinions and respecting other points of view, including discussing topical issues	<p>To think about the link between values and behaviour and how to be a positive role model</p> <ul style="list-style-type: none"> • how to discuss issues respectfully • how to listen to and respect other points of view • how to constructively challenge points of view they disagree with • ways to participate effectively in discussions online and manage conflict or Disagreements- through computing 	<p>Lesson 1 – How has human activity changed the world?</p> <p>Lesson 2 – Revive our oceans</p> <p>Lesson 3 – Use less space – deforestation</p> <p>Lesson 4 – Eliminate waste</p> <p>Lesson 5 – Renewable energy</p> <p>Lesson 6 – Media & Stereotypes</p> <p>Lesson 7 – Jobs for the future (ambition / how or why you may choose a certain job)</p> <p>Lesson 8 – Influences from family/peers on job choices</p> <p>Lesson 9 – Diversity / inclusion / stereotyping in the workplace</p> <p>Lesson 10 - routes into work</p>