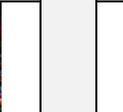
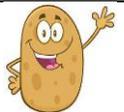


	Autumn		Spring		Summer	
	Autumn 1 (7 weeks)	Autumn 2 (7 weeks)	Spring 1 (6 weeks)	Spring 2 (6 weeks)	Summer 1 (6 weeks)	Summer 2 (7 weeks)
Big Question	What makes us special?		Is all change good?		What is new in our world?	
Oppys (YR)						
	Do you know just how special you are? You can do amazing things and finding out what makes you and your new class friends unique will help you to understand the similarities and differences between you and how that makes you so special. The children begin to develop their identity with their school community as they explore life at school and the school grounds.	Do you see how the world changes around us from season to season? The days get darker, leaves begin to change colour and fall from the trees and the nights get colder. Autumn is here. Animals begin to hibernate, we wrap up warm and prepare ourselves for colder evenings, by snuggling up by the fire. Let's begin our wonderful walk through the woods in Autumn. Children then begin to explore the wider local area building upon the knowledge of the school from last term.	Children build upon their local knowledge from the previous two terms as well as their knowledge of seasons & weather. They begin making simple comparisons between local and national. Do you know where the Arctic and Antarctic are? What would it be like to live there? What are children in the Arctic doing whilst you are at school? Antarctica is on 'the bottom side of the world'. The Arctic is on 'the top of the world' It is home to unusual, native animals like polar bears, penguins and walrus' Get ready to open your mind up to other cultures and traditions as we learn all about the Polar regions.	Now the children have zoomed in on their local area and built understanding of elsewhere in the world we then zoom out to look at the wider world. What can we find beyond the sky and how will we get there? What does an astronaut do? What makes Earth so special? Have you ever wondered what it would be like to visit the moon? What are stars? Do you know which star is the most important for our planet? Have you ever wondered what it would be like to live on a different planet? As you become more aware of the world around you, we will begin to build on our understanding of why it is so important to take care of our planet. Get ready for learning that is out of this world!	This area of study can be used to return to learning in Term 3 allowing them to build upon their knowledge of climate, habitats, animals and other cultures. Do you know where Africa is? What would it be like to live there? Is it hot or cold? In this amazing country you will come across creatures such as leopards, cheetahs and elephants. How can you tell them apart and what makes each one special? Come with us on a journey as we learn all about this continent and the people and animals that live there. Our animal safari will help us learn about creatures big and small and what we can do to protect them. We will learn to care for animals, endangered species and conservation of animals!	Linking back to Term 1, the children begin to reflect upon how they have changed as they begin their transition to Year 1. Have you ever considered just how wonderful our world is? Do you know how a butterfly began its life, or a frog? Have you ever wondered how a sunflower got to be so tall? Do you look the same now as when you were born? Did you know that some places are very hot whilst others are extremely cold? How can you help all the creatures and plants in the world to thrive? Do you know about recycling? Come along and learn how you can help take care of our wonderful world.
Possible themes, interests or lines of enquiry (children's interests to be followed where appropriate).	All about me Teddy Bears Pete the Cat Autumn Halloween Family	Autumn (Stick Man) Halloween Diwali Bonfire Night Fire Service visitor Christmas / Father Christmas story / Christmas round the world	Winter Arctic Lost and Found Snow Bears / Penguins Chinese New Year	Growing up – babies - generations Planting / Gardening / Spring Pancake Day Easter	Life cycles – frog / butterfly / plant / sunflowers Local Area – Bosham Quay	Summer holidays (past and present) Hot places Rock pools – beach visit / Dell Quay Mini-beasts – QE Country Park Mermaids Pirates

Big Question	Autumn				Spring				Summer						
	Autumn 1 (7 weeks)		Autumn 2 (7 weeks)		Spring 1 (6 weeks)		Spring 2 (6 weeks)		Summer 1 (6 weeks)		Summer 2 (7 weeks)				
	Do the choices we make matter to others?				How can we be the change that we want to see in the world?				How does life on earth thrive?						
Toppers (Y1)															
Learning Experiences	In The Wild Wood	Beware of the Bears	Remember, Remember	The Nutcracker	Wonderful Me	Danger at Sea!	Danger at Sea! continued	Powerful Plants	New Beginnings, New Life	All Around the World	The Carnival of the Animals				
															
Hook into learning (plus trips & visitors)	Help baby bear to organise a teddy bears' picnic?	Crime scene in shared area – who is the suspect? PCSO officer	Fireworks video	Immersive dance workshop to explore Sweetie Land. ST Wilfrid's Nursing Home Invite to read and perform with KS1	Baby photo recognition challenge: Bring in a photograph of you as a baby, do you recognise one another?	Pupils meet a mysterious lady from another time who has some objects that might give us a clue about who she is. Local area - Bosham (looking for dangers) - RNLI visit	Drama visit from Grace Darling.		Visit a local wild flower and plant area with an abundance of wild life – what do the plants need to survive? d Tuppeny Barns	Take a pit stop tour around the world through an interdisciplinary workshop of dance, art, food and music. Where in the world are the experiences from?	Some animals have visited our classroom and have left some clues behind. How might the clues tell us about what the animals are? How could we find out? Marwell Zoo				
Subjects	<p>Computing = Systems & Networks - Technology around us</p> <p>D & T = Cooking & Nutrition – Picnic Lunch; Preparing Fruit & Vegetables</p> <p>Geography = Geographical skills and Field Work</p> <p>Maths = Place Value within 10</p> <p>PE = Netball & Gymnastics (Inter-House competition)</p> <p>PSHE = Being Me in the World</p> <p>Science = Longitudinal study throughout the year – seasonal change</p> <p>Writing =</p> <p>To inform = Pupils write sequenced instructions.</p> <p>To Persuade = Who was responsible for the committing the crime?</p>	<p>Computing = Systems & Networks - Technology around us</p> <p>Maths = Place Value within 10 + Addition & Subtraction</p> <p>PE = Netball & Gymnastics (Inter-House competition)</p> <p>PSHE = Being Me in the World</p> <p>Writing =</p> <p>To Persuade = Create a witness statement for the Teddy Bear Police, who is the main suspect?</p>	Sports Week	<p>Art = Painting Fireworks inspired by Van Gogh</p> <p>Computing = Systems & Networks - Technology around us</p> <p>History = Gunpowder Plot significant historical event</p> <p>Maths = Addition & Subtraction + Shape</p> <p>PE = Uni-Hockey & Dance (Inter-House competition)</p> <p>PSHE = Celebrating Difference</p> <p>RE = Judaism – Tefillah / blessings - Why is learning to do good deeds so important to Jewish people?</p> <p>Writing =</p> <p>To entertain = Create a short poem about their firework art using rhyme</p>	<p>Computing = Systems & Networks - Technology around us</p> <p>Maths = Shape</p> <p>Maths = Unit independent of scheme: Immersion into Tchaikovsky's The Nutcracker Suite.</p> <p>PE = Uni-Hockey & Dance (Inter-House competition)</p> <p>PSHE = Celebrating Difference</p> <p>RE = Judaism – Tefillah / blessings - Why is learning to do good deeds so important to Jewish people?</p> <p>Writing =</p> <p>To Persuade = Create a persuasive leaflet about the new sweet and wrapper design for a new sweet in Sweetie Land.</p>	KS1 Nativity	<p>Art = Op Art inspired by Bridget Riley</p> <p>Computing = Programming – Moving a Robot</p> <p>History = To know about changes within living memory.</p> <p>Maths = Place Value within 50 + Addition & Subtraction within 20</p> <p>PE = Gymnastics & Tag Rugby (Inter-House competition)</p> <p>PSHE = Dreams & Goals</p> <p>RE =</p> <p>Science = Animals including humans</p> <p>Writing =</p> <p>To Inform = To create a leaflet about themselves, explaining humans to the alien Beegu.</p>	Whole School Learning Experience	<p>Computing = Programming – Moving a Robot</p> <p>D & T = Materials & Construction around us</p> <p>Freestanding Structures - Lighthouses</p> <p>Geography = Location Knowledge + Geographical knowledge and Field work</p> <p>Maths = Place Value within 50 & Length & Height</p> <p>PE = Football & Basketball (Inter-House competition)</p> <p>PSHE = Healthy Me</p> <p>Writing =</p> <p>To Entertain = Create a diary entry describing a day living in a lighthouse.</p>	Science Week	<p>Art = To create silhouette art of a boat in sea with lighthouse.</p> <p>Computing = Programming – Moving a Robot</p> <p>History = Learn about Grace Darling and how she has contributed to national and international achievements. Compare aspects of life in different periods.</p> <p>Maths = Length & Height + Mass & Volume</p> <p>PE = Football & Basketball (Inter-House competition)</p> <p>PSHE = Healthy Me</p> <p>RE = Christianity - Prayer / worship - Why do Christians pray to God and worship him?</p> <p>Writing = Create a diary entry describing a day living in a lighthouse.</p>	<p>Art = Draw a Flower (Drawing)</p> <p>Computing = Programming – Programming animations</p> <p>Maths = Fractions</p> <p>PE = Circuits & Tennis (Inter-House competition)</p> <p>PSHE = Relationships</p> <p>RE = Christianity - Emmanuel / Holy Spirit - How does celebrating Pentecost remind Christians that God is with them always?</p> <p>Writing =</p>	<p>Art = Nature prints inspired by William Morris</p> <p>Computing = Programming – Programming animations</p> <p>Maths = Multiplication & Division</p> <p>Music = Fantasy and Adventure</p> <p>PE = Circuits & Tennis (Inter-House competition)</p> <p>PSHE = Relationships</p> <p>Science = Plants</p> <p>Writing =</p> <p>To Entertain = Write a short story re-telling the traditional fairy tale of Jack and the Beanstalk – who is right, who is wrong? Is Jack really the hero or is he the villain?</p>	<p>Art = Create an Animal (Sculpture)</p> <p>Computing = Programming – Programming animations</p> <p>Geography = Location Knowledge</p> <p>Maths = Position & Direction</p> <p>PE = Rounders & Athletics (Inter-House competition)</p> <p>PSHE = Changing Me</p> <p>Writing =</p> <p>To Persuade = Create a leaflet to persuade their adults at home to visit Africa.</p>	<p>Art = Sculpture – create an animal carnival mask</p> <p>Computing = Programming – Programming animations</p> <p>D & T = Textiles - Templates & Joining – Animal Masks</p> <p>History =</p> <p>Maths = Place Value within 100 + Money</p> <p>Music = Carnival of the Animals</p> <p>PE = Rounders & Athletics (Inter-House competition)</p> <p>PSHE = Changing Me</p> <p>Science = Animals including humans</p> <p>Writing =</p> <p>To Inform = Create a fact file about their clay animal for the Year One Museum of Animals – open to parents at the end of term.</p>
Authentic Outcome	Plan and host the Teddy Bear's Picnic. Invite a teddy bear of your choice to join the party.	Create a set of instructions; 'how to catch a porridge thief' for PC Paws. What steps were important?		Create an entertaining, short poem about their firework art; perform this to our class.	Create an informative letter to the Sugar Plum Fairy.		Create a poster about themselves, explaining humans to the alien Beegu.		Create a diary entry describing a day living in a lighthouse.		Create a diary entry describing a day living in a lighthouse.	tba	Re-tell the story of Jack and the Beanstalk.	Persuasive leaflet for your adults at home, where in the world would you like to visit and why?	Create a fact file about your clay sculpture for the year one museum of animals – open to parents.

Big Question	Autumn				Spring				Summer			
	Autumn 1 (7 weeks)		Autumn 2 (7 weeks)		Spring 1 (6 weeks)		Spring 2 (6 weeks)		Summer 1 (6 weeks)		Summer 2 (7 weeks)	
	Are we all the Same?				Can one person make a change?				Do we all have the same values?			
Fevas (Y2) Learning Experiences	Here We Are 	Turrets and Tiaras 	Fire, Fire 	Why was Jesus given the name saviour? 	Where in the World? 	The Secret Garden 	How do some Muslims show Allah is compassionate and merciful? 	Man on the Moon 	Why do Christians follow Jesus and trust him? 	Wild and Wonderful 	Art, Art, Art! 	
Hook into learning (plus trips & visitors)	Receive a letter from someone who wants a healthy snack for their café and instructions of how to make it.	Arrive to school to find signs of traditional fairytales in the classroom. Can we find out which traditional tales they're from?	Visit from the fire-fighting service - fire safety workshop.	Receive a nativity set gift wrapped Kings Lodge Nursing Home Invite to read and perform with KS1	Walk to Bosham – what do we see?	Pupils find a box of cress seeds with the question 'How do we grow healthy seeds?' Visitor Artist – Mrs Flemington	Read the story of the Camel in the Sun.	Home learning task – create something from space to decorate our classroom. Trip to the planetarium	Follow my leader game	Go on a bug hunt Trip to Long Down Dairy Farm	Come into school to find a variety of art work by Andy Warhol displayed in the classroom	
Subjects	Art = Self-portraits inspired by Frida Kahlo and Picasso Computing = Systems & Networks - Information Technology Around Us D & T = Cooking & Nutrition – Preparing Fruit & Vegetables History = Maths = Place Value PE = Gymnastics and Ball skills PSHE = Being Me in My Word Science = Animals, including humans + Uses of everyday materials Writing = To inform = (Audience = a café owner - Pupils write a set of instructions	Computing = Systems & Networks - Information Technology Around Us Maths = Place Value & Addition & Subtraction Music = PE = Gymnastics (Inter-House and ball skills PSHE = Being Me in My Word Writing = To entertain (Audience = YR) = Narrative based on a traditional fairy tale – share with Year R	Computing = Systems & Networks - Information Technology Around Us D & T = Materials and Construction - Freestanding Structures Maths = Shape Music = Christmas production PE = Team building Dance (Inter-House competition) PSHE = Celebrating Difference Writing = (Audience = Residents of old people's home) Rewrite the Christian story of the first Christmas	Computing = Systems & Networks - Information Technology Around Us Maths = Shape Music = Christmas production PE = Team building Dance (Inter-House competition) PSHE = Celebrating Difference Writing = (Audience = Residents of old people's home) Rewrite the Christian story of the first Christmas	Computing = Programming – Robot Algorithms D & T = Materials and Construction - Freestanding Structures Geography = Locational knowledge +Place knowledge + Geographical skills and fieldwork History = To know about significant historical events, people and places in their own locality Maths = Money Music = Oceans PE = Sending and receiving and invasion games PSHE = Dreams and Goals Writing = To persuade = (Audience = public Create a leaflet about Bosham to persuade people as to why they should visit To inform = (Audience = A pen friend in a non-European place) Write a letter to a friend about Bosham	Art = Gardens inspired by Monet Computing = Programming – Robot Algorithms D & T = Construction – Design and make recyclable plant pots Maths = Multiplication & Division + Length & Height PE = Striking and fielding and target games PSHE = Healthy Me Writing = To entertain = (Audience = parents)Write a poem about your own garden To inform = Audience = parents write a set of instructions of how to make a recyclable plant pot.	Computing = Programming – Robot Algorithms Maths = Length & Height + Mass, Capacity & Temperature PE = Striking and fielding and target games PSHE = Healthy Me Writing = To inform (Audience – Mrs King as RE lead) Re-write the story of The Camel in the Sun	Computing = Data & Information - Pictograms D & T = Materials - Make and evaluate Space shoe boxes Maths = Fractions Music = Jupiter PE = Netball games and fitness PSHE = Relationships Writing = To inform = (Audience – Year R) Write a story about your trip to the moon To inform = (Audience = YR) Make a poster about Tim Peake	Computing = Data & Information - Pictograms Maths = Time PE = Netball games and fitness PSHE = Relationships Writing = To inform (Audience – Year R) Write a story about your trip to the moon To inform = (Audience = YR) Make a poster about Tim Peake	Art = Sculpture - Create a habitat (Collage) Computing = Data & Information - Pictograms Geography = Human and physical geography + Geographical skills and fieldwork Maths = Statistics PE = Athletics and Yoga PSHE = Changing Me Writing = To inform = (Audience – parents) Write an information leaflet about a polar bear or a penguin	Computing = Data & Information - Pictograms Maths = Position & Direction PE = Athletics and Yoga PSHE = Changing Me Writing = To entertain = (Audience – a loved one) Write a poem about colour to go alongside their Art work	
Authentic Outcome	Create a healthy snack Café for parents.	Share stories with YR.	Create our own newspaper.	Christmas production	Make leaflets and a letter for a pen pal to persuade them to visit Bosham	Grow their own gardens for wildlife.	Create our own Eid Festival	Invite Year R to share their stories and Art work with and make crazy comet ice-creams	Make their own class creed then contribute to a class creed.	Information leaflets to share with parents	Art exhibition and poetry to give a loved one	

Big Question	Autumn				Spring				Summer						
	Autumn 1 (7 weeks)		Autumn 2 (7 weeks)		Spring 1 (6 weeks)		Spring 2 (6 weeks)		Summer 1 (6 weeks)		Summer 2 (7 weeks)				
	What makes our world special?				Does adversity make us stronger?				Survive or Thrive?						
Lasers (Y3)	Where my Wellies Take Me	Shadowy Showpiece Extraordinaire	Super Powerful Magnets	We Three Kings	Rock Hounds		Groovy Greeks		Be Bold Be Strong	Submit and Obey!	I Can Make it Grow	I Can Grow	Back to the Future		
Learning Experiences															
Hook into learning (plus trips & visitors)	Geography & Art Introduce and immerse into the book: Where My Wellies Take Me - Bosham Local trip	Science Watch a puppet show 'Three Little Piggies'	Science Children are shown a range of different magnets. Where could we find magnets?	RE What would you do if you were King or Queen for a day?	Science A letter from Mary Anning museum in Lyme Regis requesting our help Ashling Park		History & Art Arrive to find an ancient scroll and a box of authentic Greek artefacts.		RE What is beneath the cloth/inside the box?	RE Arrive to find Mr Richmond giving new (debatable) orders. Should we obey?	Science The Potato Challenge: Who can grow the best crop?	Science Get introduced to clients in need of advice on diet, health and exercise and take on the task of becoming a team of personal trainers.	Geography Enter the classroom to be greeted by a man from the stone age - Paul Ulson (historian) visit Butser Ancient Farm		
Subjects	Art = Collage inspired by Eileen Downes. Computing = Systems & Networks - Connecting computers French = Getting to Know You Geography = Locational & place knowledge + Geographical skills & fieldwork Maths = Place Value PE = Swimming & Gymnastics PSHE = Being Me in My Word Science = Light Writing = poetry To entertain = Pupils write a poem based on Winter	Computing = Systems & Networks - Connecting computers French = Getting to Know You Maths = Place Value + Addition & Subtraction PE = Swimming & Gymnastics (Inter-House competition) PSHE = Being Me in My Word RE = Christianity - What do Christians mean when they talk about the Kingdom of God? Writing = To entertain = Retell the story through puppetry using expression	Sports Week	Art = Textiles - Shape and stitch materials Computing = Systems & Networks - Connecting computers D & T = Textiles - 2D shape to 3D product - Bookmarks French = All About Me History = Maths = Addition & Subtraction + Multiplication & Division PE = Swimming & Dance PSHE = Celebrating Difference RE = Science = Forces & Magnets Writing = To inform =	Computing = Systems & Networks - Connecting computers French = All About Me Maths = Multiplication & Division Music = Castles PE = Swimming & Dance (Inter-House competition) PSHE = Celebrating Difference Writing = To persuade = To write in parables/public address	Computing = Creating Media - Stop-Frame Animation D & T = Cooking & Nutrition - Rock Cakes French = Food, Glorious Food Geography = History = To know about changes in Britain from the Stone Age to the Roman Empire and its impact on Britain Maths = Multiplication & Division + Length & Perimeter PE = Swimming & Hockey PSHE = Dreams and Goals RE = Science = Rocks Writing = To inform = write a biography on Mary Anning	Whole School Learning Experience	Art = Sculpture - Greek vase (Clay) Computing = Creating Media - Stop-Frame Animation D & T = Food French = Family & Friends Geography = Maths = Length & Perimeter + Fractions Music = Greek Myths PE = Swimming & Hockey PSHE = Healthy Me Writing = Fact Files and Playscripts To inform = To write a fact file about a topic within Ancient Greece To entertain = To write a playscript based on Greek myth		Computing = Creating Media - Stop-Frame Animation French = Family & Friends Maths = Fractions + Mass & Capacity PE = Swimming & Handball PSHE = Healthy Me RE = Christianity - Is the cross a symbol of love, sacrifice or commitment for Christians? Writing = To inform = Pupils respond to the Easter Story	Art = Print - Prayer Mats & painting Computing = Programming - Events & Actions in Programs French = Our School Maths = Money + Time Music = In the Garden PE = Cricket & Tennis PSHE = Relationships Science = Relationships Writing = To inform = To write a non-chronological report about one of the science processes taught	Computing = Programming - Events & Actions in Programs French = Time Maths = Time + Shape PE = OAA & Athletics PSHE = Changing Me including humans Me Writing = To inform = To create, through data analysis and investigation, information to help the 'clients' keep fit and healthy	Art = Drawing Computing = Programming - Events & Actions in Programs D & T = Materials & Construction - Stone Age Huts French = Time Geography = History = Maths = Shape + Statistics Music = stone age PE = OAA & Athletics PSHE = Changing Me Writing = To persuade = To write a travel agent guide to persuade a civilian to visit your settlement		
Authentic Outcome	Write a page that makes part of a whole class book, based on the text.	Create a puppet show of the Firework Maker's Daughter		Make a magnetic bookmark.	Write and deliver a speech to persuade your followers to follow you.	Create an exhibition suitable for all that could be suggested to the Lyme Regis Museum.			Write a play based on a Greek myth to be performed to an audience of parents.		tba	Write a story for Muslims with deeper message of submission and obedience	Create an information text as a scientist	'Meeting' your clients to answer all their Health and Fitness questions.	Write a holiday brochure advertising own settlement

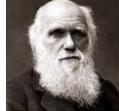
Bosham Primary School Learning Experiences 2023-2024

Big Question	Autumn				Spring				Summer							
Wayfarers (Y4)	Autumn 1 (7 weeks)		Autumn 2 (7 weeks)		Spring 1 (6 weeks)		Spring 2 (6 weeks)		Summer 1 (6 weeks)		Summer 2 (7 weeks)					
	Do all duties have to be fulfilled?								Are humans working against nature?				What makes a successful community?			
	Ruthless Romans		Duty, Dharma & Diwali	Rescue Mission	Polluted Planet	Chew, Poo & You		Powerful Problems	The Great Commission	Beautiful Biomes	The Mysteries of the Maya					
Learning Experiences																
Hook into learning (plus trips & visitors)	<p>Roman Slave or master . . . (think about over summer, pick out of hat on transition day in July 2023)</p> <p>Paul Ulson (historian) visit for Roman battle day</p> <p>Fishbourne Roman palace</p>		<p>Assembly style reflection and video of the Ramayana Guess who, list of duties</p>	<p>DVD clip from Lion King rescue</p> <p>Interview the 'Open the Book' team</p>	<p>Photo and video of sewage in Bosham Harbour</p> <p>Trip to Bosham Harbour looking for signs of pollution</p>	<p>Pupils will recreate the human digestion system.</p>		<p>No tech day!</p>	<p>Mission Impossible theme tune with real missions for the children to solve during the day</p>	<p>Class debate about the big question.</p>	<p>Chocoflifer making chocolate with the class. They will learn about where it comes from in the world.</p> <p>Paul Ulson (historian) visit for Maya customs</p>					
Subjects	<p>Art = Roman Mosaics (Collage & Digital Media)</p> <p>Computing = Systems & Networks - The Internet</p> <p>D & T = Materials & Construction - Mechanisms - Levers & Linkages - Roman Catapult</p> <p>French = All Around Town</p> <p>Geography = Locational & place knowledge + Geographical skills & fieldwork</p> <p>History = The Roman Empire and its impact on Britain including Local history study</p> <p>Maths = Place Value + Addition & Subtraction</p> <p>PE = Swimming & Gymnastics (Inter-House competition)</p> <p>PSHE = Being Me in My World</p> <p>Writing =</p> <p>To inform - newspaper article reporting on the 'Roman Battle in Bosham'</p>		<p>Art = Sculpture - Clay pots (Diya lamps for Diwali)</p> <p>Computing = Systems & Networks - The Internet</p> <p>D & T = Textiles - 2D shape to 3D product - Hand Puppet</p> <p>French = On the Move</p> <p>Maths = Area</p> <p>Music = GET SET 4 MUSIC Melodies of Divinity (link to Hinduism)</p> <p>PE = Swimming & Dance</p> <p>PSHE = Celebrating Difference</p> <p>RE = Hinduism - How does the story of Rama and Sita inspire Hindus to follow their dharma?</p> <p>Writing =</p> <p>To entertain - rewrite the story of Rama and Sita in their own words</p>	<p>Computing = Systems & Networks - The Internet</p> <p>D & T = Materials & Electronics - Simple Circuits & Switches - Lanterns</p> <p>French = On the Move</p> <p>Geography = History =</p> <p>Maths = Multiplication & Division</p> <p>Music = continue . . . GET SET 4 MUSIC Melodies of Divinity (link to Hinduism)</p> <p>PE = Swimming & Dance (Inter-House competition)</p> <p>PSHE = Celebrating Difference</p> <p>RE = Christianity - Why do Christians believe they are people on a mission?</p> <p>Writing =</p> <p>To entertain - poetry</p>	<p>Art = Sculpture - Recycled materials</p> <p>Computing = Programming - Repetition in Shapes</p> <p>French = Going Shopping</p> <p>Geography = Locational & place knowledge + Geographical skills & fieldwork</p> <p>The Water Cycle</p> <p>Maths = Multiplication & Division + Length & Division</p> <p>MUSIC = Ukulele</p> <p>PE = Swimming & Tag Rugby (Inter-House competition)</p> <p>PSHE = Dreams and Goals</p> <p>Science = States of Matter</p> <p>Writing =</p> <p>To inform & persuade - letter to Gillian Keagan about the pollution issue in Bosham Harbour</p>	<p>Art = Food Chain Artwork (Collage)</p> <p>Computing = Programming - Repetition in Shapes</p> <p>French = Where in the World</p> <p>Maths = Length & Division + Fractions</p> <p>MUSIC = Ukulele</p> <p>PE = Swimming & Handball (Inter-House competition)</p> <p>PSHE = Healthy Me</p> <p>Science = Animals, including humans</p> <p>Writing =</p> <p>To inform - information text for parent exhibition</p>		<p>Computing = Programming - Repetition in Shapes</p> <p>D & T = Food & Nutrition - Healthy lunch</p> <p>French = Where in the World</p> <p>Maths = Fractions + Decimals</p> <p>Music = Ukulele</p> <p>PE = Swimming & Handball (Inter-House competition)</p> <p>PSHE = Healthy Me</p> <p>RE =</p> <p>Science = Electricity and circuits</p> <p>Writing =</p> <p>To persuade</p>	<p>Computing = Programming - Repetition in Games</p> <p>French = What's the Time?</p> <p>Maths = Decimals</p> <p>Music = Ukulele</p> <p>PE = Circuits & Tennis</p> <p>PSHE = Relationships</p> <p>RE = Christianity - How does believing Jesus is their saviour inspire Christians to save and serve others?</p> <p>Writing =</p> <p>To persuade - poster advertising fundraiser or project persuading the community to support</p>	<p>Computing = Programming - Repetition in Games</p> <p>French = What's the Time?</p> <p>Geography = Human & physical knowledge</p> <p>Maths = Money</p> <p>Music = Ukulele</p> <p>PE = Circuits & Tennis (Inter House competition)</p> <p>PSHE = Changing Me</p> <p>Science = Living things and their habitats</p> <p>Writing =</p> <p>To persuade - write a speech to persuade friends and family to come and live in your chosen biome</p>	<p>Art = Maya Wall Mural (Painting)</p> <p>Computing = Programming - Repetition in Games</p> <p>D & T = Food & Nutrition - Cocoa based Mayan drink</p> <p>French = Holidays & Hobbies</p> <p>Geography = Locational & place knowledge</p> <p>History = A non-European society that provides contrasts with British history - Mayan civilization c. AD 900</p> <p>Maths = Time</p> <p>Music = Ukulele and GET SET 4 MUSIC Mayans</p> <p>PE = Cricket & Athletics (Inter-House Competition)</p> <p>PSHE = Changing Me</p> <p>RE =</p> <p>Science = Sound</p> <p>Writing =</p> <p>To entertain - write a story to share in their Maya café</p>					
Authentic Outcome	Pupils take part in a Roman battle re-enactment then write the newspaper report about the battle.		Puppet show of the story of The Ramayana with handmade puppets and Diwali celebration afternoon	Christmas poem to share at Christmas service	Write a letter to Gillian Keagan (local MP) about how to prevent local pollution.	Exhibition of information on digestion, teeth and food chains		Build a fan powered by an electrical circuit	Plan and carry out fundraising or support mission in the local community	Speech with accompanying model of biome to persuade friends and family to come and live in chosen biome	Maya themed café for parents to come to showcasing Maya murals, Historical knowledge and stories					

Bosham Primary School Learning Experiences 2023-2024

Big Question	Autumn				Spring				Summer			
Sunbeams (Y5) Learning Experiences	Autumn 1 (7 weeks)		Autumn 2 (7 weeks)		Spring 1 (6 weeks)		Spring 2 (6 weeks)		Summer 1 (6 weeks)		Summer 2 (7 weeks)	
	Could a journey of the mind be the same as a journey of the imagination?				Can we learn from the past?				Should the unknown be feared?			
	Incredible Inventors	Pathways	Fantastic Beasts		Amazing Egyptians	Raiders or Traders	Raiders or Traders continued		To Infinity and Beyond		Say No	The New World
												
Hook into learning (plus trips & visitors)	Metal Scrapyard Range of old inventions CYE Residential (2 days - 1 night)	Crème Egg investigation Zoom Hindu visitor	Clip from the film Fantastic Beasts + pages of the book around the room		Portal from the past Egyptian workshop and Egyptian dress up day	How to train a Dragon. Paul Ulson (historian) visit for Viking customs	How to train a Dragon. Paul Ulson (historian) visit for Viking customs	Chichester Planetarium trip		Wicked West End Show London	Video of life on board a ship Local trip to Bosham Quay	
Subjects	Art = Pathways: (Collage) Computing = Systems & Networks – Systems & Searching D & T = Materials & Construction - Invention French = Getting to Know You Geography = History = Maths = Place Value Music = Ukulele lessons PE = Netball & Gymnastics PSHE = Being Me in My Word Science = Everyday materials Writing = To persuade = Persuasive letter why should / should not trap Iron Man Audience: Farmers (adults)	Computing = Systems & Networks – Systems & Searching French = Getting to Know You Maths = Addition & Subtraction Music = Ukulele lessons PSHE = Being Me in My Word PE = Netball & Gymnastics (Inter-House Competition) + Sports Week Writing = To inform = Write a reflective piece on their artwork Audience: Peers	Art = Fantastic Beast: (Drawing) Computing = Systems & Networks – Systems & Searching French = All About Ourselves Maths = Multiplication & Division A + Fractions Music = Ukulele lessons PE = Hockey & Dance (Inter-House competition) PSHE = Celebrating Difference Science = lifecycles Writing = To entertain = Animal poetry To inform = Non- chronological report on their beast To entertain = Narrative about a beast Audience: Class reading buddy (younger children)		Computing = Programming - Selection in Physical Computing D & T = Materials & Construction - Constructing a Shaduf French = That's Tasty Geography = To know key topographical features of rivers and land-use patterns around the river Nile. History = The achievements of one of the earliest civilizations = Ancient Egypt. Maths = Multiplication & Division B + Fractions B PE = Football & Tag Rugby PSHE = Dreams and Goals Writing = To inform = Non-chronological report on the river Nile To inform = Diary entry from perspective of Howard Carter/ water boy Audience: Peers	Art = Dragon's Eye (Sculpture) Computing = Programming - Selection in Physical Computing French = Family & Friends Geography = Geographical skills & fieldwork + Human & physical geography Maths = Decimals & Percentages + Perimeter & Area Music = Viking Composition Science = Forces PE = Basketball & Rounders/Tri golf PSHE = Healthy Me Writing = To inform = Instructions on how to capture a dragon. To entertain = narrative-alternative ending Audience: Parents	Computing = Programming - Selection in Physical Computing French = Family & Friends History = The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor Maths = Statistics Music = Viking composition Science = Forces PE = Basketball & Rounders/Tri golf (Inter-House competition) PSHE = Healthy Me Writing = To inform = To produce a Newspaper article	Computing = Data & Information - Flat-File Databases French = School Life History = The Space Race- USA vs USSR first man on the moon- history of space travel Maths = Shape + Position & Direction + Decimals Music = Study of Holst and composing piece of planet Earth Science = Earth and Space PE = Rounders & Tennis (Inter House competition) PSHE = Relationships Writing = To inform = Comparative character analysis To entertain = Space description Audience: Parents	Computing = Data & Information - Flat-File Databases French = Time Travelling History = Maths = Negative Numbers + Covering Units + Volume Music = Music qualification PE = Cricket & Athletics PSHE = Changing Me Writing = To persuade = Speech writing Audience: Peers	Art = Martin Impskey (Ink) Computing = Data & Information - Flat-File Databases D & T = Food & Nutrition - Traditional Native Indian biscuit French = Time Travelling Geography = Investigate patterns Music = Production singing Science = Puberty PE = Cricket & Athletics (Inter-House Competition) PSHE = Changing Me Science = Writing = To inform = Diary entry- then a modern-day blog entry Audience: Younger children		
Authentic Outcome	Design a useful invention and host an invention Fair for parents.	Moksha collage symbol	Class mythical beast book		Egyptian fact book to be shared with book buddy's	Viking Exhibition to	Parents.	Space celebration to parents		Blog entry from experience on the Mayflower		

Bosham Primary School Learning Experiences 2023-2024

Big Question	Autumn				Spring				Summer			
	Autumn 1 (7 weeks)		Autumn 2 (7 weeks)		Spring 1 (6 weeks)		Spring 2 (6 weeks)		Summer 1 (6 weeks)	Summer 2 (7 weeks)		
	What good comes from conflict?				Is there a limit to nature?				How do you want to be remembered?			
Catamarans (Y6)	Fight or Flight		Fight or Flight		Touching the Void		Darwin's Discoveries		Darwin's Discoveries continued	Bosham Legend	Path to Enlightenment	LE based on Year 6 Production
Learning Experiences												
Hook into learning (plus trips & visitors)	Air Raid siren experience		Bosham Local trip – Evacuees Hindleap Warren Residential (5 days – 4 nights)		Touching the Void (film) Visit from Mountain Climber (Rupert Warner-Jones)		Natural History Museum - Evolution			Trip to Bosham church and around the village (history focus) Paul Ulson (historian) visit	Wagamamas Trip African cooking experience	Production audition / reveal Production to parents
Subjects	<p>Art = Artist Study: Henry Moore Computing = Systems & Networks – Internet Communication D & T = Textiles - Combining Different Fabric Shapes - Glove Teddy French = Lets Visit a French Town Geography = Comparison between cities bombed in England and Germany before and after. Axis and Allies map looking at types of settlement, land use and natural resources. History = A significant turning point in British history, the Battle of Britain (WW2) & WW2 evacuation. Maths = Place Value + Addition, Subtraction, Multiplication and Division + Fractions A PE = Basketball & Gymnastics (Inter-House Competition) + Sports Week PSHE = Being Me in My Word Science = Electricity Writing = To entertain (Audience = peers) - Narrative story based on 'A Story Like the Wind' To inform (Audience = Peers) - Henry Moore - Non-chronological Report (biography)</p>		<p>Art = Perspective drawings – women in the war Evelyn Dunbar Computing = Systems & Networks – Internet Communication French = Lets Go Shopping Maths = Fractions B + Converting Units of Measure Music = Classroom Jazz 2 PE = Dance (Inter-House competition) & Fitness PSHE = Celebrating Difference RE = How do Christians show their belief that Jesus is God incarnate? Science = Light Writing = To entertain (Audience = parents) - Narrative: Rose Blanche (alternative ending) To persuade (Audience = Y6 pupils) - Residential: persuasive writing To show gratitude (Audience = HW staff) - Hindleap Warren Thank You Letters To advise (Audience = Zoe) - Advice letter to a character To persuade (Audience = Islanders) - Persuasive speech from perspective of Dooby</p>		<p>Computing = Digital Media – Web Page creation French = This is France of mountains and how they are formed. How do humans interact with mountains? Maths = Ratio + Algebra PE = Hockey & Tag Rugby PSHE = Dreams and Goals Writing = To recount (Audience = peers) - Touching the Void - Diary Entry To discuss (Audience = courtroom) - Was Joe Simpson right to cut the rope on Simon Young?</p>		<p>Art = Futuristic Animal (wire sculpture) Computing = Digital Media – Web Page creation French = All Around Town Geography = Physical geography: case study into environment and habitat of chosen evolved creature. Maths = Decimals + Fractions, Decimals and Percentages Music = Animal Kingdom PE = Handball & Golf (Inter-House competition) PSHE = Healthy Me Science = Living things and their habitats + Evolution and inheritance Writing = To inform – non-chronological report on futuristic animal</p>		<p>Computing = Digital Media – Web Page creation French = All Around Town Maths = Area, Perimeter & Volume + Statistics Music = Animal Kingdom PE = Handball & Golf (Inter-House competition) PSHE = Healthy Me RE = Christianity - Should believing in the resurrection change how Christians view life and death? Writing = To entertain - Narrative: meeting your futuristic animal for the first time</p>	<p>Art = Bayeux Tapestry (Textiles) Computing = Programming – Variables in games D & T = Materials & Construction - Pop-Up Book of a Bosham Legend Geography = Use geographical skills and fieldwork to learn about our local area, its attractions, human and physical features and types of settlement. Use OS maps to identify local landmarks and give 6-figure grid references. History = A local history study of King Canute and Edward the Confessor Maths = Shape + Position and Direction + Consolidation PE = Rounders & Tennis (Inter-House competition) PSHE = Relationships RE = Buddhism - How does the Triple Refuge help Buddhists in their journey through life? Writing = To entertain – Pupils write a narrative about their Bosham Legend To persuade – Pupils persuade people (of a variety of ages and backgrounds) to visit the historic village of Bosham</p>	<p>Computing = Programming – Variables in games D & T = Electrical - Electronic greeting card Maths = Themed Projects – Year 6 Enterprise Week + Problem Solving + Preparation for Year 7 Music = Production PE = Athletics & OAA (Sports' Day) PSHE = Changing Me Science = Animals including humans Writing = To entertain and inform: Narrative of a Year 6 child who embarks on a journey to discover the teachings of Buddhism To discuss: Pupils discuss Buddhism and compare to their own way of life/religion</p>	<p>All learning will be linked to End of Year Production. Computing = Programming – Variables in games French = French Cafe</p>
Authentic Outcome	Create a piece of art that is inspired by Henry Moore and host an Art Exhibition		WW2 Dance Exhibition		Courtroom enactment: Touching the Void (Joe Simpson was wrong to cut the rope on Simon Young)		TED talk about evolution		tba	Pop-up book exhibition afternoon at Holy Trinity Church	Preparing food for parents.	Year 6 Production to whole school and parents

 <h2 style="text-align: center;">Bosham Primary School Big Questions</h2>			
Year	Autumn	Spring	Summer
R	What makes us special?	Is all change good?	What is new in our world?
1	Do the choices we make matter to others?	How can we be the change that we want to see in the world?	How does life on earth thrive?
2	Are we all the Same?	Can one person make a change?	Do we all have the same values?
3	What makes our world special?	Does adversity make us stronger?	Survive or Thrive?
4	Do all duties have to be fulfilled?	Are humans working against nature?	What makes a successful community?
5	Is a journey of the mind the same as a journey of the imagination?	Can we learn from the past?	Should the unknown be feared?
6	What good comes from conflict?	Is there a limit to nature?	How do you want to be remembered?