

Science Long Term Plan

(2023-24: Class 1-Nursery Reception Year 1, Class 2-year 2, Class 3-year 5)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p>In Class 1 (Nursery/ Reception/ Year 1) we have adopted the Enquiry Based Learning approach to our curriculum. Children will take part in class enquiries to find out answers to questions and share their process with others. Year 1 will cover objectives from the national curriculum and to do this will have extra sessions to provide the information they need. Our enquiries will start with a theme and then work towards an enquiry question (these questions may be subject to change depending on the children's interests).</p>					
Class 1 Year A Nursery Reception Year 1	Houses and Homes	Celebrations	Our Wonderful World		Animals	Emergencies
	Computing Systems and Algorithms Y1 Technology All Around Us	Creating Media and Effective Use of Tools Y1 Digital Painting	Programming and Algorithms Y1 Programming Year A Moving a Robot	Data & Information and Algorithms Y1 Grouping Data	Creating Media and Effective Use of Tools Y1 Digital Writing	Programming and Design & Development Y1 Programming Year B Programming Animations
Year 2	Computing Systems and Networks Y2 Information Technology Around Us	Creating Media and Effective Use of Tools Y2 Digital Photography	Algorithms and Programming Y2 Programming A Robot Algorithms	Data & Information and Effective use of Information Y2 Pictograms	Creating Media and Design & Development Y2 Making Music	Programming and Design & Development Y2 programming B Programming Quizzes
Year 3	Computing systems and Networks Connecting Computers	Creating Media and Effective Use of Tools Stop Frame Animation	Programming and Design & Development Sequencing Sounds	Data & Information and Effective Use of Tools Branching Databases	Creating Media and Effective Use of Tools Desktop Publishing	Programming and Design & Development Events and actions in programs
Year 4	Networks and Safety & Security The Internet	Programming and Design & Development Creating media - audio production	Algorithms and Programming Repetition in Shapes	Computing Systems and Data & Information Datalogging	Effective Use of Tools and Creating Media Photo editing	Programming and Design & Development Repetition in Games
Year 5	Networks and Effective Use of Tools	Creating Media and Design & Development	Programming and Computing	Data Information and Effective Use of	Creating Media and Effective use of Tools	Algorithms and Programming Selection in

	Systems and Searching	Video Production	Systems Selection Physical Computing	Tools Flat-file databases	Vector drawing	quizzes
Year 6	Computing systems and Netwroks Communication and Collaboration	Creating Media and Design & Development Webpage creation	Programming and Design & Development Variables in Games	Data Information and Effective Use of Tools Introduction to spreadsheets	Creating Media and Effective use of Tools 3D modeling	Programming B and Computing Systems Sensing Movement