

Week	Science	Art & Design	Computing	D&T	Geography	History
Engage					Draw sketch maps and plans using agreed symbols for a key.	Use appropriate historical vocabulary to describe key features of the time period.
Develop		<p>Use a range of modelling materials and tools, choosing the one most appropriate to a given task.</p> <p>Use a range of artistic vocabulary to compare artworks of a particular genre or movement.</p>		<p>Make realistic plans identifying processes, equipment and materials needed.</p> <p>Plan which materials will be needed for a task and explain why.</p> <p>Plan which materials will be needed for a task and explain why.</p>	<p>Describe and compare different features of human and physical geography of a place, offering explanations for the locations for some of these features.</p> <p>Describe and compare different features of human and physical geography of a place, offering explanations for the locations for some of these features.</p>	<p>Show developing understanding of chronology by beginning to realise that the past can be divided into different periods of time.</p> <p>Choose the most important source material for a task, showing awareness of a range of sources.</p> <p>Explain how a significant figure of the period influenced change.</p> <p>Use labelled diagrams, recounts, stories, diaries and pictures to illustrate understanding about historical events and famous people.</p> <p>Choose the most important source material for a task, showing awareness of a range of sources.</p>
Innovate		Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishing), accurately.		
Express				Plan which materials will be needed for a task and explain why. Recognise which information is suitable for their topic.		Draw sketch maps and plans using agreed symbols for a key.

## Gods and Mortals Learning Objectives Overview