

Wk Com	Humanities	Computing	Art/DT
1 05/06	<i>NC obj: Discuss the lives of significant individuals in the past who have contributed to national and international achievements and use some to compare aspects of life in different periods e.g. Grace Darling</i>	<i>NC obj: To use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i>	<i>NC. obj: describe the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and make links to his/her own work – Van Gogh</i>
2 11/06	<i>NC obj: Discuss the lives of significant individuals in the past who have contributed to national and international achievements and use some to compare aspects of life in different periods e.g. Grace Darling</i>	<i>NC obj: To use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i>	<i>NC. obj: describe the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and make links to his/her own work – Van Gogh</i>
3 18/06	<i>NC obj: Discuss the lives of significant individuals in the past who have contributed to national and international achievements and use some to compare aspects of life in different periods e.g. Grace Darling</i>	NC obj: to create and debug simple programs Use BeeBots to follow routes and use directional language.	<i>NC. obj: describe the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and make links to his/her own work – Van Gogh</i>
4 25/06	<i>NC obj: Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop</i>	NC obj: to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Using the Scratch programme.	NC. Obj: Design purposeful, functional, appealing products for himself/herself and other users based on design criteria. Design a moving picture
5 02/07	<i>NC. Ob: Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key</i>	NC obj: to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Using the Scratch programme.	NC. obj: Design purposeful, functional, appealing products for himself/herself and other users based on design criteria. Design a moving picture

<p>6 09/07</p>	<p><i>NC obj: Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key</i></p>	<p><i>NC obj: NC obj: to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Using the Scratch programme.</i></p>	<p><i>NC. obj: Design purposeful, functional, appealing products for himself/herself and other users based on design criteria. Design a moving picture</i></p>
<p>7 16/07</p>	<p><i>Any 'finishing off' tasks related to Geog or History.</i></p>		<p>Evaluation of task</p>