	Nether Stowey CE VC Primary School Curriculum overview 2026-2027		
	Year 4	**Year 5**	**Year 6**
Science	• Living things and their habitats (year 6) • Animals including humans (year 6) • Evolution and inheritance • Light • Electricity (year 6)	• Living things and their habitats (year 6) • Animals including humans (year 6) • Evolution and inheritance • Light • Electricity (year 6)	• Living things and their habitats (year 6) • Animals including humans (year 6) • Evolution and inheritance • Light • Electricity (year 6)
History	• The achievements of the earliest civilizations: an overview of them and an in-depth study of one. • Ancient Greece: its influence on the western world. • A non-European society that provides contrasts with British history: early Islamic, Mayan or Benin	• The achievements of the earliest civilizations: an overview of them and an in-depth study of one. • Ancient Greece: its influence on the western world. • A non-European society that provides contrasts with British history: early Islamic, Mayan or Benin	• The achievements of the earliest civilizations: an overview of them and an in-depth study of one. • Ancient Greece: its influence on the western world. • A non-European society that provides contrasts with British history: early Islamic, Mayan or Benin
Geography	• North and South America	• North and South America	• North and South America
Art	• Exploring set design • Shadow puppets and whiteboards • Graphic inky still life • Exploring portraits: Manga • Conquering stress: with seats • Fruit pinch pots & wave bowls	• Exploring set design • Shadow puppets and whiteboards • Graphic inky still life • Exploring portraits: Manga • Conquering stress: with seats • Fruit pinch pots & wave bowls	• Exploring set design • Shadow puppets and whiteboards • Graphic inky still life • Exploring portraits: Manga • Conquering stress: with seats • Fruit pinch pots & wave bowls
D&T	• Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed • Electrical alarm system • Mechanical programmed robots.	• Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed • Electrical alarm system • Mechanical programmed robots.	• Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed • Electrical alarm system • Mechanical programmed robots.
RE (AMV Unit)	•	•	•
Computing	• Making my shapes with hopscotch?? • Advertising my game • Share my technology • Investigating my sounds • Active-bytes	• My animated sprites • My weather forecast • My rights to the internet • My active data • Active-bytes	• My branching scratch database • My Minecraft story • Sharing me knowledge • Checking my fitness • Active-bytes
PSHE	•	•	•
Music	•	•	•
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