2026 -2027

Navigators/Explorers: Falcons

BOWER GROVE SCHOOL

Term 1

English – Street Child

Maths – Place Value

Science – Evolution and Inheritance

Computing – Using Computers Safely 4 (E-Safety)

French – Ma famille – Revisiting greetings and talking about relatives

Personal Development - Relationships

Arts and DT – William Morris

PE - Gymnastics & Invasion Games

Global Learning – The Victorians

Music- Programme music

Communigrow

Term 2

English – The Whisperer and Poetry

Maths – Addition and Subtraction/Multiplication and Division

Science – Living things and their habitats.

Computing – Spreadsheets

French – Les Descriptions – Describing family & Friends

Personal Development - Relationships

Arts and DT – Comic Art

PE - Invasion Games & Target Games

Global Learning – Maps and Symbols.

Music- Performance skills, playing pop music

Term 3

English – The Dreaming

Maths – Multiplication and Division / Fractions

Science – Light

Computing – Creating Digitals Artefact 2 – Using Office Applications

French – Les animaux – talking about pets

Personal Development – Living in the wider world

Arts and DT – Aboriginal Art

PE – OAA / Problem Solving & Net & Wall Games. Swimming.

Global Learning – Rivers

Music- Australia

Term 4

English - Titanic

Maths – Fractions / Decimals

Science – Electricity and circuits.

Computing – Hardware and Software 2

French – Les habitats – Talking about different habitats

Personal Development – Living in the wider world

Arts and DT – Boat Build

PE – Net & Wall Games

Global Learning – The Edwardians

Music- Carnival of the animals

Term 5

English – Friend or Foe

Maths – Perimeter / Money/ Time

Science – Animals including humans

Computing – Algorithms 2: Solving Real World Problems

French – Les cartes – Giving directions

Personal Development – Health and Wellbeing

Arts and DT – Camouflage (WW2).

PE – Striking / Fielding Games & Games Understanding

Global Learning – World War 2

Carmina Burana

Term 6

English – There's a boy in the girl's bathroom

Maths – Time / Shape / Statistics

Science – Scientists and inventors.

Computing – Programming 4 – Programming in Minecraft

French – La Revolution Française – learning some French history

Personal Development – Health and wellbeing

Arts and DT – Geometric designs.

PE – Striking & Fielding Games & Athletics

Global Learning – Our changing world.

Transition music