2026 -2027

Navigators/Explorers: Eagles

BOWER GROVE SCHOOL

Term 1

English – Traditional Tales

Maths – Place Value

Science – Evolution, Adaptation and Extinction

Computing – Using Computers Safely 4 (E-Safety)

French – Ma famille – Revisiting greetings and talking about relatives

Music - Programme Music: Tortoise and the Hair

Personal Development - Relationships

Art &DT- Camouflage

PE - Gymnastics & Invasion Games

Global Learning – Maps and Symbols

Cadets Training

Term 2

English – The Nightmare before Christmas/Poetry

Maths - Addition and Subtraction /Multiplication and Division

Science – Forces, Engineering and inventions

Computing – Spreadsheets

French – Les Descriptions – Describing family & Friends

Personal Development – Living in the wider world

Art & DT- Create your own invention

PE - Invasion Games

Global Learning – Tudors

Music- Performance Skills – Songs from Popular Culture

Offsite- Communigrow

Term 3

English – Pirate Blunderbeard-Worst Pirate Ever.

Maths – Multiplication and Division /Fractions

Science – Forensic science and scientific investigations

Computing – Hardware and Software 1

French – Les animaux – talking about pets

Personal Development – Health and Wellbeing

Art &DT- Treasure Maps

PE – OAA / Problem Solving & Net & Wall Games

Global Learning – Mexico

Music- Australia

Term 4

English – The Secret Diary of Thomas Snoop

Maths – Fractions /Decimals

Science – Space and Astronomy

Computing – – Hardware and Software 2

French – Les habitats – Talking about different habitats

Personal Development – Relationships

Art &DT- Create a new planet

PE –Swimming Games Understanding & Net & Wall Games

Global Learning – Aztec

Music- Carnival of the Animals

Offsite- Swimming

Term 5

English – The Boy in the dress

Maths – Length and Perimeter /Money /Time

Science – Human body and Health

Computing – Algorithms 2: Solving Real World Problems

French – Les cartes – Giving directions

Music- Carmina Burana

Personal Development – Living in the wider world

Art & DT- Human body craft

PE – Striking & Fielding Games & Athletics

Global Learning – Arctic and Antarctic Circle.

Residential- PGL

Term 6

English – Odyssey

Maths – Time/Shape/Statistics

Science – Environmental science and Sustainability

Computing – Programming 4 – Programming in Minecraft

French – La Revolution Française – learning some French history

Personal Development – Health and Wellbeing

Art &DT- Design and create your own mythical creature

PE – Striking & Fielding Games & Target Games

Global Learning – Ancient Greeks

Music- transition music.