# W-1

## Sir William Burrough School

# Cornerstones Curriculum 2023-2024

#### Key Stage One – Autumn Term

Main project: Childhood (History) Geography: Our Wonderful World

Science: Everyday Materials / Human Senses

Art and Design: Mixing Colours / Faces and Features

Design and Technology: Shade and Shelter

#### - Spring Term

Main project: Bright Lights, Big City (Geography)

Science: Seasonal Changes

Art and Design: Rain and Sunrays Design and Technology: Vehicles

#### - Summer Term

Main Project: School Days (History)
Science: Plant Parts / Animal Parts

Art and Design: Street View

Design and Technology: Chop, Slice and Mash - Food

#### <u>Lower Key Stage Two – Autumn Term</u>

Main project: Through the Ages (History)

Geography: One Planet, Our World

Science: Animal Nutrition and the Skeletal System

Art and Design: Contrast and Complement / Prehistoric

Pets

Design and Technology: Cook Well, Eat Well

### - Spring Term

Main project: Rocks, Relics and Rumbles (Geography)

Science: Forces and Magnets

Art and Design: Ammonite / People and Places

Design and Technology: Making It Move

#### - Summer Term

Main Project: Emperors and Empires (History)

Science: Plant Nutrition and Reproduction / Light and

Shadows

Art and Design: Beautiful Botanicals / Mosaic Masters

Design and Technology: Greenhouse

### <u>Upper Key Stage Two – Autumn Term</u>

Main project: Dynamic Dynasties (History)

Geography: Investigating Our World

Science: Forces and Mechanisms / Earth and Space

Art and Design: Tints, Tones and Shades / Art of Ancient

China

Design and Technology: Moving Mechanisms

## - Spring Term

Main Project: Sow, Grow and Farm (Geography)

Science: Human Development

Art and Design: Line, Light and Shadows / Nature's Art

Design and Technology: Eat the Seasons

#### - Summer Term

Main Project: Groundbreaking Greeks (History)

Science: Properties and Changes of Materials

Art and Design: Mixed Media / Expression

Design and Technology: Architecture

ICT follows the Barefoot Computing Curriculum throughout