



















History Autumn 2: Stone Age to Iron Age

Lesson	Learning Objective	AfL
1	LO: To learn how we know about the prehistoric past.	
2	LO: To start making a timeline of prehistory and find out the main periods. To learn the meaning of prehistoric period names.	
3	LO: To research the Stone Age in more detail to add to the timeline.	
4	LO: To research the Bronze Age in more detail to add to the timeline. To write a report contrasting the early and late Bronze Age.	
5	LO: To research the Iron Age in more detail to add to the timeline. To write a report about the Iron Age.	
6	LO: To recall what they have learned about prehistory. To write a narrative about changes in Britain from the Stone Age to the Iron Age.	






Design and Technology Autumn 2: Textiles

Lesson	Learning Objective	AfL
1	LO: To use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose	
2	LO: To select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	
3	LO: To select from and use a wider range of materials and components, including textiles, according to their functional properties and aesthetic qualities	
4	LO: To investigate and analyse a range of existing products.	
5	LO: To apply their understanding of how to strengthen, stiffen and reinforce more complex structures	
6	To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	

Computing Autumn 2: Logo (Unit 4.5) Computer Science

Lesson	Learning Objective	AfL
1	LO: To learn the structure of the language of 2Logo. To input simple instructions in 2Logo	
2	LO: To use 2Logo to create letter shapes.	
3	LO: To use the Repeat command in 2Logo to create shapes.	
4	LO: To use and build procedures in 2Logo.	
5	LO: To use 2Logo to create a repeating pattern	
6	LO: To use 2Logo to create a piece of art	

French Autumn 2: All about me

Lesson	Learning Objective	AfL
1	LO: To say your name in French. To say how old you are in French	
2	LO: To say numbers one to eleven in French. To ask 'When's your birthday?'. To say numbers 12 to 31 in French	
3	LO: To say months of the year in French	
4	LO: To say where you live. To say where you come from	
5	LO: To say 'I have' in French. To say 'I don't have' in French. To say family members in French	
6	LO: To say 'my' in French. To talk about your family in French	