

Term / Year	Term 1	Term 2	Term 3	Term 4	
2019 - 2020	<p>Using what we have</p> <p>Materials, electricity, energy and recycling.</p>	<p>Down Under</p> <p>Australia and New Zealand, comparisons with Orkney. Christmas</p>	<p>Vikings</p> <p>Historical focus on the Vikings. Pantomime performance</p>	<p>The Sea</p> <p>“ The Year of Scotland’s Coasts and Waters” Jesus and his disciples</p>	
2020 - 2021	<p>Our Community</p> <p>Finding out about Shapinsay and the people who live and work here. This includes Shapinsay buildings such as the Kirk.</p>	<p>Weather</p> <p>Climate and weather studies. We will also look at Old Testament Stories.</p>	<p>Let’s Play</p> <p>Sound, Senses, Forces, Magnets and Motion (Toys and instruments)</p>	<p>Plants</p> <p>Growing plants, types of plants and parts of plants. Religious artefacts – Judaism</p>	
2021 - 2022	<p>Ourselves</p> <p>The Human Body and staying healthy. Rights and Responsibilities “Everybody is different”</p>	<p>Shapinsay in the past and Shapinsay in the future</p> <p>How has life in Shapinsay changed and what will happen in the future? Includes study on David Balfour.</p>	<p>Farming</p> <p>Farming in Shapinsay and round the world Pantomime performance Easter story and Passover</p>	<p>Stories</p> <p>Telling stories. Parables of Jesus. Computers and Coding</p>	
2022 - 2023	<p>Made in Orkney</p> <p>Products made in Orkney, including food and crafts. Religious buildings in Orkney.</p>	<p>Festivals of Light</p> <p>Hannukah, Christmas, Diwali Light</p>	<p>Space</p> <p>Earth, Sun and Moon. Creation stories from different religions</p>	<p>Ancient Civilisations</p> <p>Life in Ancient Times.</p>	<p>Animals and Habitats</p> <p>Animals and where they live. Adaptations and food chains. Religious artefacts – Hindu</p>

P5 – 7 Science History Geography Technologies RME

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2019 - 2020	<p>Energy sources & sustainability</p> <p>Scotland's history</p> <p>Christianity – Festivals in the Christian Life & Christian Year</p> <p>Textiles – peg loom weaving (wool)</p> <p>Powerpoint skills</p>	<p>Electricity</p> <p>Another country (non-European)</p> <p>World Religions – Hinduism</p> <p>Textiles – collage</p> <p>Graphics – Paint</p>	<p>Animals (invertebrates, life cycles, using ID keys)</p> <p>Earth (soils)</p> <p>Orkney</p> <p>Christianity – Lent & Easter</p> <p>Digital Programming – Scratch animation</p>	<p>Sea (water & food chains)</p> <p>Plants (flowering)</p> <p>Aztecs & Mexico</p> <p>World Religions – agnosticism, humanism...</p> <p>Internet safety 1</p> <p>Models – using cams</p>
2020 - 2021	<p>Materials</p> <p>World Geography</p> <p>World Religions – Sikhism</p> <p>Textiles – making felt</p>	<p>Human Body</p> <p>World War 2</p> <p>Christianity – Advent & Christmas</p> <p>Textiles – sewing with felt/other cloth</p>	<p>Solar System</p> <p>Earth (structure)</p> <p>Romans</p> <p>World Religions – Judaism</p> <p>Models – puppets</p> <p>Digital Programming– code.org game design</p>	<p>Forces & Motion 1</p> <p>Plants (non-flowering)</p> <p>Medieval Times</p> <p>Christianity – Beliefs & Values</p> <p>Internet safety 2</p> <p>Graphics – manipulating photographs</p>
2021 - 2022	<p>Animals (vertebrates & 7 life processes)</p> <p>Scotland's geography</p> <p>Christianity - Life of Jesus</p> <p>Textiles – embroidery</p>	<p>Light, Sound & Senses</p> <p>Chronology</p> <p>World Religions – Buddhism</p> <p>Textiles – weaving wool</p>	<p>Forces & Motion 2</p> <p>Europe (France/Spain)</p> <p>World Religions – Islam</p> <p>Digital – BBC microbit Programming lights & sounds</p>	<p>Microorganisms</p> <p>Earth (rocks)</p> <p>Victorians/Industrial Revolution</p> <p>Stories</p> <p>Christianity – Parables</p> <p>Internet safety 3</p> <p>Models – moving vehicles</p>