

STEM Combined KS2- Long Term Plan (2-year rolling programme)

Year A	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Comp uting	Desktop publishing Photo Editing Digital Skills /Touch typing/ Photo transfer Using Word/ Power point	Connecting computers The Internet Computer systems and networks	Branching databases Flat File Databases Making and using identification keys	Stop frame animation Audio production	Sequencing sounds Repetition in shapes	Events and Actions in programmes. Repetition in games.
Science	Light	Earth and Space	Living Things, Habitats, Plants	Living Things, Habitats, Plants	Forces and Magnets	Forces and Magnets
D T	Design shadow puppets and perform a puppet show. Designing Periscopes	Making rockets, design and launch.	Cook a dinner time meal	Cook a dinner time meal	Using scratch to design an instrument through coding. Paper aeroplanes, helicopters. Egg drop from church tower	Design a theme park Rollercoasters, design, code and control STEM 2-night residential trip to Gulliver's Kingdom

Year B	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computing	Introduction to vector graphics 3D modelling	Systems and searching Communication and collaboration	Selection in physical computing Introduction to spreadsheets	Video production Webpage creation	Variables in games Selection in quizzes	Selection in physical computing Sensing movement
Science	States of Matter and Materials	Sound	Animals Including Humans	Animals Including Humans	Electricity	Rocks, Evolution and Inheritance
D T	Making different types of bread.	Designing instruments	Sewing / Cross-stitch	Woodwork - design a birdbox	Designing burglar alarms Design Electricity based matching games	Using microbits to programme a motion sensor