



Einstein Project Planning 1

AUTUMN TERM 2026

W/C: 31.08.26

History - To understand when the Stone Age fits on the timeline of history and this falls before the Bronze and Iron Age, but after the Ice Age.

W/C: 07.09.26

Art - To know that the primary colours make secondary colours.

Science - To know different kinds of natural occurring rocks on the basis of their appearance and simple physical properties, including, hard, soft, permeable, impermeable and durable.

History - To understand how we know about Prehistoric Britain

W/C: 14.09.26

Art - To know that mixing primary colours with secondary colours make tertiary colours.

Science - To know different kinds of natural occurring rocks on the basis of their appearance and simple physical properties, including, hard, soft, permeable, impermeable and durable.

History - To know which animals lived in Prehistoric Britain.

W/C: 21.09.26

Art - To know that the primary colours make secondary colours.

Art - To know that mixing primary colours with secondary colours make tertiary colours.

Science - To know fossils are formed when an animal dies and is covered with sediments that eventually becomes rock.

History - To know what the different periods were in the Stone Age.

W/C: 28.09.26

Art - To know that paintbrushes can make different marks of size and shape and create different textures.

Science - To know soil is the uppermost layer of the earth and is made up of minerals, air, water and organic matter.

History - To know the similarities and differences between the Stone Age periods.

W/C: 05.10.26

Art - To know that paintbrushes can make different marks of size and shape and create different textures.

RE - To know how and why people are welcomed into different communities.

History - To know what artefacts from the Stone Age tell us about how people lived during the different periods.

W/C: 12.10.26

Art - To know that Batik is an ancient art form originating in Indonesia.

Science - To know animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat.

History - To know what life was like in a Neolithic settlements across the three periods.

W/C: 19.10.26

DT - To know how food is grown.

Science - To understand how to identify that humans and some other animals have skeletons and muscles for support, protection and movement.

History - To know how farming changed how humans lived.



Einstein Project Planning 2

AUTUMN TERM 2026

W/C: 02.11.26

DT - To know what a varied diet looks like.

DT - To know how to prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.

Music - To know about prehistoric musical instruments..

History - To know how the Bronze Age changed how humans lived and became more settled.

W/C: 09.11.26

DT - To know that designs should meet a criteria to appeal to the consumer or be appropriate for use.

RE - To understand why Jesus is a special person to some religious people, and how might this help Christians lead a good life.

History - To know how Iron Age settlements differed from those homes before and why.

W/C: 16.11.26

DT - To know which materials would be best to create and make a structure.

Music - To know how to compose a 'journey through a cave'.

Music - To know how to play and perform with confidence.

History - To know who the Celts were, and why they used iron.

W/C: 23.11.26

DT - To know which materials would be best to create and make a structure.

Music - To know how to play and perform with confidence.

W/C: 30.11.26

History - To know the meanings of these substantive concepts, slave, settlement, tribe, conquest, peasant.

Computing - To know how to take a picture on a piece of technology.

Computing - To know how to edit an image using an app or program.

W/C: 07.12.26

History - To know what monuments tell us about the Prehistoric period.

Computing - To know how to take a picture on a piece of technology.

Computing - To know how to edit an image using an app or program.

W/C: 14.12.26

History - To know what monuments tell us about the Prehistoric period.

Computing - To know how to take a picture on a piece of technology.

Computing - To know how to edit an image using an app or program.