Topic / History/ Geography			English - cross curricular links		
 Roman history of crime and punishment - look at types of crime and the punishments that were handed out. Look at divisions in class (difference in crime and punishments for poor and rich.) Anglo-Saxon - tithings, hue and cry, punishments made to be deterrents, wergild. Tudor - use of torture, extreme cruelty in punishments. Sources - look at paintings. Victorian - prisons and the Peel act - police force 1829 - Bobbies (after Robert Peel), Peelers. Modern police forces - Different branches - MI5, MI6, Police, Interpol - Modern techniques (fingerprints, Facial-recognition technology, CCTV, Blood-splatter analysis, Crime Scene Investigators) Comparisons between crimes committed and types of punishments, change in crimes - more technologically based as society has advanced - punishments have remained similar, but less violent/cruel. Witch trials? Views of others - different evidence will lead to different conclusions, accuracy of interpretations. 				Debate on graffiti - Looking at various artworks including Banksy, debate whether this is art or a crime? Should we be preserving and celebrating it or removing and condemning it? Book focus - The viewer	
Art / DT	Year 5		PSHCE		
Artist study - Megan Coyle Learn about the life of the artist, create own interpretation.	How and why has crime and punishment changed?		Arguments for and against the use of facial recognition technology being used and data being kept? Safety vs privacy discussions.		
	PE - Term 6	Science	Should punishments be there to deter people		
	OAA Cricket	All living things	from crime or as a consequence of committing it? Is it ever acceptable to commit a crime? 2011 England riots - taking the law into your own hands		
	French	RE			
Time allowing - peace graffiti	Progressive language teaching: Habitats	What does it mean to be a Muslim in Britain today?	RSE		
Stunning start - Kent life trip		Key vocab:		Computing	
Marvellous middle - Fingerprints and blood splatter.		tithings		E-safety	
Epic ending -		hue and cry wergild		Physical 3D/2D Modelling - CAD	
Assessment piece - Own timeline.		torture bobbies peelers interpol facial recognition		-Purple Mash 2 design and make - basic 3D model	