YEAR 1	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2		
	Mighty Me	Our World	Wonderful	Toys	Explore and	Where is		
			weather		Discover	Shanghai?		
SCIENCE	Animals including			(Spring 1)	Animals including	<u>Plants</u>		
	<u>humans</u>				<u>humans</u>			
			Distinguish between an object and the			Identify and name a		
	Identify, name, draw		material from which it is made Identify and name a variety of everyday		Identify and name a	variety of common		
	and label basic parts				variety of common animals including	wild and garden		
	of the human body			materials, including wood, plastic, glass,		plants, including		
	and say which part of		metal, water, and rock Describe the simple physical properties of a		fish, amphibians,	deciduous and		
	the body is associated				reptiles, birds and	evergreen trees.		
	with each sense		variety of everyda		mammals	Identify and		
				p together a variety of	Identify and name a	describe the basic		
	***			on the basis of their	variety of common	structure of a		
	5 SENSES		simple physical pro	perties.	animals that are	variety of common		
					carnivores,	flowering plants,		
	TASTE VISION TOUCH				herbivores and omnivores	including trees.		
	P		CLASSROOM RESOURCES		Describe and			
			Materials		compare the			
	69ELL HEARING				structure of a			
					variety of common			
			HOT IL I A BRANCO A SECOND		animals (fish,	₹		
					amphibians,			
					reptiles, birds and			
					mammals, including			
					pets)			
	Seasonal changes: observe seasonal changes across the four seasons; observe and describe weather associated with the seasons and how							
	day length varies							
HISTORY	How am I making History? (Autumn 1)		How have toys ch	anged? (Spring 2)	How have explorers changed the wor (Summer 1)			
	Look at personal chronology and find out		Sequencing toys into a physical timeline,		·			
	about the past within I		children investigate artefacts from the past					
	Examine photographs a	and ask questions.	and begin to pose questions.		195 875 87			
	Begin to look at a simp	ole timeline	Learn how teddy b	ears have changed and				
	extending back to befo	re they were born.	'interview' an old teddy bear before					

	Study changes in the way of life since their grandparents. Compare childhood now and childhood in the past. Consider what toys may be		nay be like in the future.	ire. Find out about events and people beyond living memory. Think about explorers and what makes them significant. Create a timeline and investigate which parts of the world they explored. Comparing explorers and discuss ways in which these significant people could be remembered.		
GEOGRAPHY	What is it like here? (Autumn 2) Locate where they children live an aerial photograph, Recognise features within a local context. Create maps using classroom objects before drawing simple maps of the school grounds. Follow simple routes around the school grounds and carry out an enquiry as to how their playground can be improved.		What is the weather like in the UK? (Spring 1) Look at the countries and cities that make up the UK. Keep a daily weather record. Find out more about hot and cold places in the UK.		What is it like in Shanghai? (Summer 2) Use a world map to start recognising continents, oceans and countries outside the UK with a focus on China. Identify physical features of Shanghai using aerial photographs and maps before identifying human features, through exploring land-use. Compare the human and physical features of Shanghai to features in the local area. Make a simple map using data collected through fieldwork.	
PHSE	Me and my Relationships Name a variety of different feelings and explain how these might make me behave.	Naluing Difference Recognise, value and celebrate difference. Say ways in which people are similar as well as different.	Keeping Safe Say what I can do if I have strong, but not so good feelings, to help me stay safe (e.g. sad talk to someone).	Being My Best Name a few different ideas of what I can do if I find something difficult.	Growing and Changing Identify an adult I can talk to at both home and school if I need help. Tell you some things I can do now	Give some examples of how I look after myself and my environment - at school or at home.

Think of some different ways of dealing with 'not so good' feelings. Know when I need help and who to go to for help. Tell somebody some different classroom rules.

Say why things sometimes seem unfair, even if they are not.

Give examples of how I keep myself healthy. Say when medicines might be harmful (e.g. overdose, if not needed, another person's medicine, etc.) Say why certain foods are healthy and why it's important to eat at least five portions of vegetables/fruit a day. that I couldn't do when I was a toddler.
Tell you what some of my body parts do.
Identify parts of the body that are private.

Say some ways that we look after money. Managing money *Enterprise







ART

Drawing: Make your mark

Exploring mark making and line; working and experimenting with different materials through

observational and collaborative pieces.



Painting and mixed media: Colour splash

Exploring colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by Clarice Cliff and Jasper Johns.

Sculpture and 3D: Paper play

Creating simple three-dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make

materials to make their own sculptures.

DESIGN TECHNOLOGY	Structures: Constructing a windmill Autumn 2 Inspired by the song, 'Mouse in a windmill' design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features. Inspired by the song, 'Mouse in a windmill' for a client (mouse) to live in. Explore various types of windmill, how they work and their key features. Mechanisms: Christmas DT week Explore slider mechanisms and the movement they output, to design, make and evaluate a moving Christmas card from a range of templates.		Textiles: Puppets Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating. Example theme: Storybook character.		Cooking and nutrition: Fruit and vegetables Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.	
COMPUTING	Technology around us Develop their understanding of technology and how it can help us.	Creating media – Digital painting Use 2Paint on Purple Mash to develop their understanding of a range of tools used for digital painting.	Creating media – Digital writing Use 2Write or 2Publish on Purple Mash to develop their understanding of the various aspects of using a computer to create and manipulate text.	Data and information — Grouping data Label, group and search (important aspects of data and information).	Use BeeBots to explore using individual commands, both with other learners and as part of a computer program.	Introduction to animation Use Scratch Jr to explore the way a project looks by investigating sprites and backgrounds.
MUSIC	Hey You! Learn about the differences between	Rhythm in the way we walk.	In The Groove Learn about different styles of	Round and Round All the learning is focused around one	Your Imagination Listen and Appraise the song Your	Reflect, rewind and replay

pulse, rhythm and pitch and to learn how to rap and enjoy it in its original form.

Sing, play, improvise and compose with this song, Listen and appraise other Old-School Hip Hop tunes.

All the learning is focused around two songs: Rhythm In The Way We Walk (Reggae style) and Banana Rap (Hip Hop style).

Listen & appraise

music and continue to embed the interrelated dimensions of music through games and singing

other styles of

music - Blues, Baroque, Latin, Bhangra, Folk and Funk linked to the song 'In the Groove' song: Round And Round, a Bossa Nova Latin style. An integrated approach to music where games, the dimensions of music (pulse, rhythm, pitch etc), singing and playing instruments are all linked Imagination (and other songs about using your imagination). Play instruments, compose new lyrics for the song.

Consolidation unit Revisit songs and musical activities. Look at the 'History of Music' and the beginnings of the Language of Music

R.E.

Which books and stories are special?



Think about special books and reflect on the meanings or 'morals' in stories, including religious and non-religious tales and fables. Investigate special books and writings for religious believers, in particular the Bible and the Qur'an. Consider why these

How do we celebrate special events?

Think about the ways in which we celebrate special events and how religions mark festival days, e.g. Harvest festival, Eid ul Fitr and Sukkot.
Create their own class celebration.

What does it mean to belong to a church or a mosque?

Learn about what it means to belong to a church or mosque. Learn what they might see in a mosque or church building, and what the people do when they go there. Begin to understand that there are differences and similarities between churches and mosques, but that not all churches or

How and why do we care for others?

Learn about what caring means to different pupils and people from different faith backgrounds. Develop skills in reflection and communication and the unit explores themes of self-esteem and empathy.



Who brought messages about God and what did they say?

Listen to stories from both the Old and New testament.

Name some of the early figures in the Old Testament, retelling stories and talking about figures such as Noah, Abraham, Isaac, Jacob and Joseph.

Listen to and retell stories about the birth

Listen to and retell stories about the birth of Jesus from the New testament and think about how Christians believe Jesus is special and call him the 'Son of God'.

Make links between the Old Testament Stories and the way Christians behave.

	are special and how		mosques are the			
	they are respected.		same.			
	they are respected.	12 10	Learn that churches			
			and mosques are			
			special places for			
			the people who go			
		The H	there.			
P.E.	Teacher Led PE:	Teacher Led PE:	Teacher Led PE:	Teacher Led PE:	Teacher Led PE:	Teacher Led P.E.
	Attack/Defend/Shoot	Hit/Catch/Run (1)	Hit/Catch/Run (2)	Send/Return (Unit 1)	Run/Jump/Throw (1	O.A.A. (Unit 1)
					·	
	Children will practise	Children will be	Children will	Children will be able	Children will begin	Children will follow
	basic movements,	able to hit objects	continue to develop	to send an object	to link running and	simple instructions
	including running,	with their hand or	sending and	with increased	jumping	and trails.
	jumping etc,	a bat.	receiving skills.	confidence.	movements.	Children will begin
	Children will begin to	Children will learn	Children will begin	Children will move	Children will learn	to identify and
	engage in competitive	to track and	to learn about the	towards a moving	and refine a range	match simple
	activities.	retrieve a rolling	roles of batter	ball to return it.	of running styles.	symbols.
	Children will	ball.	/fielder.	Children will increase	Children will	Children will work
	experience	Children will be	Children will begin	their confidence in	develop throwing	collaboratively.
	opportunities to	able to throw and	to consider simple	both sending and	techniques to throw	
	improve fundamental	catch a variety of	tactics.	returning a variety of	over longer	
	movement skills.	balls and objects.		balls.	distances.	
	PPA P.E.:		PPA PE:		PPA P.E.	
	Dance		Gymnastics		Dodgeball/Athletics	
	Children will respond		Children will use		Children will apply	
	to a range of stimuli.		and link simple		their fundamental	
	Children will explore		gymnastics actions		movement skills in	
	space, direction,		and shapes.		game play.	
	levels and speeds.		Children will apply		Children will	
	Children will include		basic strength to		participate in	
	different body parts		gymnastic actions.		simple, fun	
	within performances.		Children will begin		competitions.	
			to carry apparatus		Children will learn	
			safely.		the basic rules of	
					games.	