

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English Writing	Whatever next...? Character description Setting description Instructions Drama	The little red hen Drama Character description Narrative	The History of toys Labels Captions Commands Fact file	The smartest giant in town Character description Narrative Performance	Clean up – DPIL Character description Setting description Narrative Postcard	Where the Wild Things Are (Picture Book): Character description Setting description Postcard Letter Narrative
Maths	Place Value (within 10)	Addition & subtraction (within 10) Shape	Place Value (within 20) Addition and Subtraction (within 20)	Place Value (within 50) Length and height Mass and Volume	Multiplication and Division Fractions Position and direction	Place Value (within 100) Money Time
Science	Changing seasons and Weather					
	Materials		Plants		Animals, including humans	
RE	God	Incarnation	Gospel	Salvation	Judaism	Judaism
History		How important was Ibn Battuta as an explorer?		Railways – George Stephenson		Local Area: the school and its community
Geography	All about me Where does my class come from? Investigating and celebrating our cultural heritage		Weather		Local Geography	
Art	Drawing: Exploring Line and Shape		Painting & Mixed Media – Colour Splash		3d Art & Sculpture.	
DT		Structures: Pencil Pots		Mechanisms: Wheels and axles		Cooking & Nutrition Smoothies
PSHE	My Healthy Self: How can we look after our emotions?	Connecting with Others: How can I help myself and others feel happy and safe?	The Online World: How do we spend our time online?	Citizenship: How can I help others and the environment?	Health Protection: How can I protect myself and others in daily life?	Staying Safe: How can I stay safe?
Music	Keeping the Pulse (My favourite things)	<u>Listening Activities</u>	Sound Patterns (Fairy tales)	Pitch (Superheroes)	<u>Listening Activities</u>	Musical Symbols (Under the sea)

PE	Fundamentals	Gymnastics	Dance	Target Games	Athletics	Net and Wall Games
	Ball Skills	Invasion Games	Gymnastics	Team Building	Sending and Receiving	Striking and fielding
Computing	Technology around us Recognising technology in school and using it responsibly.	Moving a robot Writing short algorithms and programs for floor robots and predicting program outcomes.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.	Online Safety Learning about online safety, including using useful tips to stay safe when online.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.