Term 1: Once Upon a Time – Fables

Subject	Content
Art	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
Design Technology	Build structures, exploring how they can be made stronger, stiffer and more stable
	Evaluate their ideas and products against design criteria
	Select from and use a wide range of materials and components, including construction
	materials, textiles and ingredients, according to their characteristics
Computing	Online safety (2wks) Creating pictures (5 wks)
	Use technology safely and respectfully, keeping personal information private; identify
	where to go for help and support when they have concerns about content or contact on
Coography	the internet or other online technologies.
Geography History	
Music	Charanga - Hands, Feet, Heart
IVIUSIC	Use their voices expressively and creatively by singing songs and speaking chants and
	rhymes
Personal Social and Health Education	Being me in my world
Religious Education	Who is a Christian and what do they believe? (Christianity -believing)
Science	Materials - find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
	Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.
PE	Outside - Multi-skills, agilty, balance, coordination games Inside – Gymnastics
	master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
	Perform dances using simple movement patterns.

Class novel: Aesop's fables

Term 2: Inspiration Inventors

Subject	Content
Art	To use a range of materials creatively to design and make products
Design Technology	Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. – (levers rotation A)
	Explore and evaluate a range of existing products
	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
	Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
Computing	Making music (3wks) Effective searching (3wks)

	are responsible, competent, confident and creative users of information and communication technology.
Geography	
History	Learn about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell]
Music	School Play preparation Use their voices expressively and creatively by singing songs and speaking chants and rhymes
Personal Social and Health Education	Celebrating differences
Religious Education	Christianity - How and why do we celebrate special and sacred times? (Christianity - expressing)
Science	
PE	Outside – tagging games Inside – circuit training Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

Class novel: Mrs Armitage on wheels

Term 3: The Great Fire of London

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Subject	Content
Art	
Design Technology	 Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. Design purposeful, functional, appealing products for themselves and other users based on design criteria Explore and evaluate a range of existing products Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
Computing	Presenting ideas (4wks) Use technology purposefully to create, organise, store, manipulate and retrieve digital
	content
Geography	
History	Events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]
Music	Charanga - I wana Play in a Band Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music
Personal Social and Health Education	Dreams and Goals
Religious Education	How should we care for others in the world and why does it matter? (Christianity – living)
Science	Find out about and describe the basic needs of animals (including humans) for survival (water, food, air)
PE	Outside – Hockey Inside – Boccia Participate in team games, developing simple tactics for attacking and defending

Class novel: Toby and the Great Fire of London

Term 4: The Great Fire of London – continued

Subject	Content
Art	To learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
Design Technology	
Computing	Spreadsheets (4ws)
	Use technology purposefully to create, organise, store, manipulate and retrieve digital content
Geography	
History	Learn about events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]
	Learn about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods
Music	Charanga - Zootime experiment with, create, select and combine sounds using the inter-related dimensions of music
Personal Social and Health Education	Healthy me
Religious Education	How and why do we celebrate special and sacred times? (Christianity - expressing)
Science	describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene (also through Jigsaw)
	Explore and compare the differences between things that are living, dead, and things that have never been alive.
PE	Outside – Tennis Inside - Dodgeball
	participate in team games, developing simple tactics for attacking and defending

Class novel: Katie goes to London

Term 5: Wish you were here...in the desert

Subject	Content
Art	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
Design Technology	
Computing	Questioning (5wks)
	Use logical reasoning to predict the behaviour of simple programs
Geography	Name and locate the world's seven continents and five oceans
	Use world maps, atlases and globes to identify continents and oceans.
History	
Music	Charanga - Friendship
	Use their voices expressively and creatively by singing songs and speaking chants and
	rhymes
Personal Social and	Relationships
Health Education	
Religious Education	What makes some places sacred? (Christianity, Islam and Judaism – expressing)
Science	Observe and describe how seeds and bulbs grow into mature plants
	Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.
	Identify and name a variety of plants and animals in their habitats, including microhabitats
	Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
PE	Outside –Tri Golf
	Inside – Rounders
	Participate in team games, developing simple tactics for attacking and defending

Class novel: Meercat Mail

Term 6: A pirate life for me

Subject	Content
Art	
Design Technology	Understand where food comes from.
	Use the basic principles of a healthy and varied diet to prepare dishes
Computing	Coding (5wks) Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs
	Use logical reasoning to predict the behaviour of simple programs
Geography	Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country
	Use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather
	Understand key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop
	Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key
	Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.
History	
Music	Charanga - Reflect, Rewind and Apply Use their voices expressively and creatively by singing songs and speaking chants and rhymes
Personal Social and Health Education	Changing me
Religious Education	What does it mean to belong to a faith community? (Christianity, Islam and Judaism – living)
Science	Notice that animals, including humans, have offspring which grow into adults (also in SRE)
	Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.
	Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
PE	Outside – Athletics Inside – Summer games
	Participate in team games, developing simple tactics for attacking and defending

Class novel: Seaside poetry. Flotsam.