



YEAR 1	TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
READING	Story time	Story time	#REF!	The Gruffalo	Paddington Bear	Magic Pencil - Malala
WRITING	Description Instructions	Narrative Poetry Persuasion	Traditional Tale Fact File	Fairy tale Newspaper	Biography Playscript	Fable Leaflet Poetry
MATHS	Place Value - 10 Addition and Subtraction	Geometry Place Value -20	Addition Subtraction within 20 Place Value - 50 (multiples of 2, 5, 10)	Measurement Length and Height, Weight and Volume	Multiplication and Division Fractions Position and Direction	Place Value 100 Money Time
SCIENCE	Seasonal Changes	Building with Materials	Everyday Materials	Plants	Animals Including Humans – our bodies	Animals Including Humans – animals
HISTORY		It's All About Me		Nurturing Nurses		Reading
GEOGRAPHY	Home Sweet Home		Where do I live		Whirling Weather	
RE	Christianity - Should people take care of the world.	Christianity - Are symbols better than words at expressing religious beliefs?	Christianity - Was it always easy for Jesus to show friendship?	Christianity - Why was Jesus welcomed like a King by the crowds on Palm Sunday?	Judaism - Why is Shabbat important to Jewish Children?	Judaism - How does celebrating Chanukah make Jewish children feel closer to God?
Art & Design	Self Portrait (Drawing)		Colour Mixing (Painting)		Manipulative Magic (Sculpture)	

Computing	Hardware Explorers	Programs and Algorithms	Digital Art	Introduction to Debugging	Writing Algorithms	Internet Explorers
D&T	Under My Umbrella (textiles)		Bridges (structures)		Super Smoothie (cooking and nutrition)	
MFL	Les Salutations - Greetings (E) - informally taught			Comptines et Chansons - Nursery Rhymes (E)		
Music	Introducing Beat	Adding Rhythm + Pitch	Introducing Tempo and Dynamics	Combining Pulse, Rhythm and Pitch	Having Fun with Improvisation	Explore Sound and Create a Story
PSHE	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
PE	Dance Attack Defend Shoot	Gymnastic Attack Defend Shoot	OAA Hit Catch Run	Gymnastics Hit Catch Run	Run Jump Throw Send + Return	Run Jump Throw Send + Return