

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
5 a 1+2 = 2 × 8 (a b) 3	Place value	Addition and subtraction	Money	Length/Height/Mass/	Fractions	Statistics
MATHS	Numbers to 20, count	Bonds to 10, fact families -	Count pence, pounds, notes	Capacity	Recognise equal and	Keep a tally, block diagrams,
	objects to 100 by making	addition and subtraction	and make amounts, calcu-	Measure and compare	unequal parts, understand	draw and interpret
	10s, recognise tens and	bonds within 20, bonds to	late with money	centimetres, metres, grams,	half, quarter, thirds, 3/4,	pictograms
White	ones, use a place value	100 (tens), add and subtract	Multiplication and division	kilograms, millilitres, litres,	unit fractions, non-unit	Position and direction
Rose Maths	chart, partition numbers to	1s, add/subtract across a 10,	Recognise, make and add	and use length, height,	fractions	Use language of position,
Maths	100, write numbers to 100	add and subtract 10s, add	equal groups, multiplication	mass, and capacity in the	Time	describe position and turns,
	in words, flexibly partition	two 2-digit numbers (not	sentences, use arrays,	four operations	Tell the time to o'clock, half-	shapes with patterns and
	numbers to 100, count in 2,	across a 10), add two 2-digit	grouping/sharing, + ÷ 2, 5		past, quarter past and	turns
	3,5 and 10, estimate	numbers (across a 10)	and 10 times tables,		quarter to, tell the time to 5	
	numbers on a number line,	Geometry	doubling and halving, odd		minutes., minutes in an	
	10s and 1s on the number	Recognise and name 2-D	and even numbers		hour, hours in a day	
	line to 100	and 3-D shapes and their				
		properties, recognise lines				
		of symmetry				
	Information technology	Digital Photography	Programming—robot	Pictograms	Digital music	Programming quizzes
	around us	Recognise that different	algorithms	Understand how data can	Using a computer to create	Understand that sequences
	Develop understanding of	devices can be used to	Develop understanding of	be collected in the form of a	music, listen to a variety of	of commands have an
COMPUTING	what information	capture photographs and	instructions in sequence,	tally chart, learn the term	pieces of music and	outcome, and make
	technology (IT) is and will	experience capturing,	use given commands in	'attribute' and use this to	consider how music can	predictions, use and modify
	begin to identify examples,	editing, and improving	different orders to	help organise data, progress	make us think and feel,	designs to create quiz
	discuss where they have	photos.	investigate how the order	onto presenting data in the	compare creating music	questions in ScratchJr, and
	seen IT in school and		affects the outcome, learn	form of pictograms and	digitally and non-digitally,	realise these designs in
	beyond, in settings such as		about design in	finally block diagrams, use	looking at patterns and	ScratchJr using blocks of
	shops, hospitals, and		programming, design	the data presented to	purposefully creating music.	code.
	libraries, investigate how IT		algorithms and then test	answer questions.		
	improves our world, and		those algorithms as			
	learn about the importance		programs and debug them.			
	of using IT responsibly.					



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Eu O de la	Texts: The Three Little Wolves and the Big Bad Pig.	Texts: Pete's Magic Dragon. The Gunpowder Plot.	Text : The Owl who was Afraid of the Dark	Text: The Lighthouse Keeper's Lunch	Text : Gorilla	Texts: The Sunflower Sisters Meerkat Mail
	The True Story of the Three Little Pigs. Description: Enhance vocabulary choices and use expanded noun phrases to build a vivid description of a character. Narrative: Explore fairy tales with a twist, before planning and writing their own fairy tale with an alternative ending. Recount: Retell the events of a day in the format of a diary	Narrative: Read, write and perform their own bedtime story, focusing on their use of adjectives and noun phrases to bring their characters to life. Letter: Write a letter to inform Lord Monteagle about the plot. Focus on using subordinating and co-ordinating conjunctions to extend their sentences. Poetry: Explore adjectives and enhanced vocabulary	Narrative: Write a narrative opening, build-up and climax, about a woodland creature with a fear, building on their understanding of narrative structure. Information text: Write a factual report, generating knowledge and subject-specific vocabulary, then write an introduction and two further sections. Instructions: Use imperative verbs and precise adjectives	Letter: Read, deconstruct and then write a postcard, focusing on use of simple past tense and apostrophes for contracted speech. Description: Use the senses to describe a setting, using enhanced vocabulary, to create an image in the reader's mind. Narrative: Retell a story from a different perspective with a focus on using descriptive sentences which are	Narrative: Plan and write an adventure narrative, similar to Gorilla, consistently writing in the same tense and person throughout. Instructions: Write a recipe, including a title and an ingredients list, use imperative verbs and an informative tone. Recount: Write a recount chronologically, with a focus on including expanded noun phrases - also punctuated	Description: Use expanded noun phrases, with ambitious adjective choices, to bring a description to life for the reader. Letter: Write an informal letter and publish it, ready to send to the recipient. Include a range of sentences, including statements and exclamations. Information text: Produce a fact file linked to learning in geography lessons. Layout
	entry, using first person throughout.	choices to use in a shape poem linked to bonfire night.	to write commands and a formal tone suitable to instructional writing.	expanded using a range of different conjunctions.	with commas - to describe nouns.	work clearly in sections and use tenses appropriately.
e P.E.	Games 1- throwing and catching focus. Dance 1 - The Gunpowder Plot stimulus	Games 2 - attacking and defending focus. Gymnastics 1 – Under the Sea theme.	Games 3 – target games focus Circuits – circuit training	Games 4 – learning the skills for invasion games Yoga—yoga poses and mindfulness	Athletic Activities 1 – animal Olympics theme Dance – Plants stimulus	Sports Day Prep—practicing sports day events Games – multi-skills focus
PSEHE	Me and My School Class rules why have rules School Council How it works Role of a representative Class council meeting Naming Feelings Dealing with feelings including negative ones	Me and My relationships Working together Behaviour and impact on others Resolving conflict Teasing and bullying	Safe and unsafe:- Things e.g. medicines and household substances Places e.g. roads People i.e. safe and unsafe touches, feeling comfortable/ uncomfortable, secrets and surprises	Happy and Healthy Me My body Body parts Personal hygiene Spread of germs and diseases Balanced diet Healthy lunchbox	Me and Other People Similarities and differences between boys and girls Different types of families	Me in the World Local area Positive and negatives of the local area Role in improving area Money Sources of money Uses of money Keeping money safe



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RELICIOUS EDUCATION	Caring for the natural world Explore stories from religious traditions and find out about attitudes to the natural world	Valuing new life Engage with religious beliefs and ideas expressed through story, symbol and other visual forms of expression	Worship and ceremonies Identify symbolic actions, gestures and rituals and talk about how they are used as part of worship and ceremonies	Belonging to a group Identify the importance for some people of belonging to a religion and recognise the difference this makes to their lives	Storytelling through sacred writings Explore a range of stories and extracts from sacred writings and talk about meaning they have for believers	Showing kindness and goodness Listen and respond to stories highlighting the morals and values of believers in practice
	Uses of everyday materials	Uses of everyday	Animals including humans	Living Things and their	Living Things and their	Plants
	This unit explores	materials	This topic explores how	habitats	habitats	This unit covers observing
	identifying and comparing	(continued)	animals, including humans,	This unit explores the	This unit covers how	and describing how seeds
	the suitability of everyday	This unit explores how a	have offspring that grow	differences between living,	animals obtain food from	and bulbs grow into mature
	materials like wood, metal,	range of materials can be	into adults. It looks at the	dead, and non-living things	plants and other animals	plants, and understanding
10 0	and plastic for specific uses.	suitable for the same task	basic needs all animals have	and examines how habitats	using simple food chains. It	how water, light, and
(² Science)	It examines how solid	whilst understanding that	to survive, such as food,	support the needs of	includes identifying and	temperature affect plant
	objects' shapes can change	some materials are	water, and air. It also	various plants and animals.	naming different food	growth and health. It
	by squashing, bending,	unsuitable. It will also	highlights the importance of	It involves identifying and	sources, asking questions,	involves performing simple
	twisting, and stretching. The	explore significant	exercise, a balanced diet,	naming plants and animals	classifying, and gathering	tests, using observations to
	focus is on simple tests, and	individual who have	and good hygiene for	in different habitats, using	and recording data to	answer questions, and
	using data to answer	created useful materials.	staying healthy.	observations to classify,	answer questions about	gathering data to explore
	questions.			gather data, and answer	animal diets and food	plant needs
				questions.	chains.	



	Autumn	Spring	Summer	
©E♥¦⅓∰ § Ø©IN ©]○⅓ŷ	Structures—Baby Bear's Chair Produce a model that supports a teddy, using the appropriate materials and construction techniques. Explain how they made their model strong, stiff and stable.	Mechanisms—Making a Moving monster Understand levers, linkages and pivots. Create functional linkages that produce the desired input and output motions. Design monsters suitable for children, which satisfy most of the design criteria.	Cooking and Nutrition - Balanced diet Name the main food groups and identify foods that belong to each group. Describe the taste, feel and smell of a giver food. Think of three different wrap ideas, considering flavour combinations. Construct a wrap that meets the design brief and their plan.	
	Perilous Plots	Magnificent Monarchs	Nurturing Nurse	
WISTORY	We will be learning about one of the most famous events in British history—The Gunpowder Plot and how life was over 400 years ago. We make links to the local area and its significance in events at the time.	Children learn about the lives of significant individuals in the past who have contributed to national and international achievements across the British Monarchy. We will learn about significant monarchs over time and develop our understanding of chronology.	We learn about the lives of significant individuals in the past who have contributed to national and international achievements.	
GEOGRAPHY	Street Detectives We will explore 'Wonderful Wombourne', draw our own sketch maps and create art inspired by photography. We will learn about the difference between villages, towns and cities, explore different maps and examine features of the local environment.	Wonders of the UK In our Geography lessons, we will learn about different landmarks and seas around the UK. We will also enhance our map skills by locating different places and use compass directions.	Earth Explorers - An Indian Adventure We will focus on the wider world— we will name and locate the 7 continents and 5 oceans of the world. We will explore and describe India and the position of the equator.	
design	Art and design: Frank Bowling map paintings (link to Geog - paint, print)	Art and Design: I am beautiful: drawing and mixed media – collage, digital, draw, print, sculpt)	Art and Design: own unit linked to plants and animals, draw and print.	
MUSIC	Christmas Production Use own voice in different ways, including using a loud or soft voice, and sing simple repeated phrases. Sing songs from memory.	Ocarina – Frere Jacque Charanga unit- Hands, Feet, Heart. Describe how an instrument has been used to represent a sound or object (e.g. a flute for a bird or a drum for thunder.)	The Music of India - Bhangra music We will listen to different pieces of Indian music. We will learn to play rhythms and beats, then layer different instruments together to compose a short piece.	
French	French - 'Ma Famille' We will state family members and recognise items around the home belonging to family.	French - 'Bon Anniversaire' Children will create a party invite stating our birthday and favourite party foods.	French - 'Encore' We will describe a celebrity, giving details of their eye colour, hair style, age and their pets.	