

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic theme	Superheroes	Travel and Transport	Castles and Dragons	Food and Farming	Art Attack!	Surf's up!
English Key Texts	T4W – Superworm Character descriptions Setting Descriptions Sequencing Story Mapping	Emma Jane's Aeroplane- story innovation Man on the moon – A day in the life of Bob (Link with Space/Neil Armstrong/focus on recount when innovating)	Dictionary definitions of key topic vocabulary Recount of trip to Warwick Castle. Study of features of non-fiction texts and creation of own non-fiction writing (T4W)	T4W - Jack and the Beanstalk T4W - Farmer Duck Life of a bean (Non-fiction)	The Dot Magic Paintbrush-poetry link (Creative Arts- Anywhere Artist, The Scribble, My Beautiful Oops!)	There's a hole in the bottom of the sea... See Inside... Oceans (NF)
Maths White Rose	Number Place Value Y1-within 10 Y2- within 100 Y2- Counting in 2s,5s,10s and 3s Number Addition & Subtraction Y1-within 10 Y2- Bonds to 10, Bonds to 20	Number Addition & Subtraction Y1-within 10 Y2- Fact Families Y2- Mixed addition and subtraction Geometry Y1-Shape Y2- Shape	Number Place Value Y1-within 20 Addition & Subtraction Y1-within 20 Multiplication and Division Y2- 2, 5, 10, sharing and grouping Measurement Y2- Money	Place Value Y1-within 50 Multiplication and Division Y2- Doubling Halving, Odds and Evens Measurement Y1 & 2- Length and Height Y1 - Mass and Volume Y2- Mass, Capacity and Temperature	Number Multiplication and Division Y1- counting in 2s,5s and 10s Fractions Y2- half, quarter, third, three quarters Geometry Y1-Position and Direction Measurement Y1-Lengths and Height Y2- Time	Number Place Value Y1-within 100 Measurement Y1- Money Y1-Time Statistics Y2- Data Handling Geometry Y2- – Position and direction

<p style="text-align: center;">Science</p>	<p>Everyday materials</p> <ul style="list-style-type: none"> -Compare and group together a variety of everyday materials on the basis of their simple physical properties. - Distinguish between an object and the material from which it is made. - Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. -Describe the simple physical properties of a variety of everyday materials 	<p>Y1 Seasonal Changes</p> <ul style="list-style-type: none"> -Observe changes across the four seasons. -Observe and describe weather associated with the seasons and how day length varies. <p>Y2 Animals and their Habitats</p> <ul style="list-style-type: none"> -Explore and compare the differences between things that are living, dead, and things that have never been alive -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 -Identify and name a variety of plants and animals in their 	<p>Animals including humans</p> <ul style="list-style-type: none"> - Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. - Identify and name a variety of common animals that are carnivores, herbivores and omnivores - Describe and compare the structure of a variety of common animals. - Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. 	<p>Plants</p> <ul style="list-style-type: none"> - Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. - Identify and describe the basic structure of a variety of common flowering plants, including trees. 	<p>Investigations and Experiments</p>
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		habitats, including microhabitats -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.				
History		Significant individuals: The Wright Brothers – The first flight Neil Armstrong, Buzz Aldrin, Michael Collins – Space Travel Mr Rolls and Mr Royce (local) Compare modes of transport now and in the past. Find out about the invention of trains, cars, planes and space rockets and how this affected travel.	Understand why Castles were built and the purpose of different features which were needed at the time.			
Geography			Name and locate England, Ireland, Scotland and Wales on a UK map. Name and			7 continents 5 oceans Human and Physical features Maps and Keys

			<p>label the capital cities on a UK map. Identify the seas that surround the UK. Use aerial photographs and plan perspectives. Human and physical features of UK and a contrasting country. Maps and keys.</p>			
Design and Technology	Design, make and evaluate a Superhero and Superhero Land	Design a future car.		<p>Understand that all food comes from plants or animals. Design, make and evaluate a food product (Farmer's Market), its packaging and advertisement.</p>		
Art					<p>Use pattern, texture, form, line, shape, colour, space, texture and technique to develop and share ideas, making choices for effect and purpose. Make links to the local artistic community. Examine the work of a well-known artist and use it to create and critically evaluate work.</p>	
PE Real P.E.	Unit 1: Personal Skills Unit 3: Cognitive Skills	Real Gym	Unit 4: Creative Skills	Unit 6: Health and Fitness	Unit 2: Social	Unit 5: Physical Skills

RE	Who is Jewish and what do Jews believe? 1.3	How and why do we celebrate special and sacred times? 1.6 (Part 2)	Who is a Muslim and what do they believe? 1.2 (Part 2)	Who is a Christian and what do they believe? 1.1 (Part 2)	What can we learn from sacred books? 1.4	How should we care for others and the world and why does it matter? 1.8
PSHCE Resource: Be the Jellyfish	Block 1 Jellyfish, Elements, Music, Treasure, Fantasy. Explore each theme through choosing from the tasks, bodywork, massage and visualisations as well as the creative expression resources.	Block 2 Colour, Special Places, Dreams, Magic, Characters. Explore each theme through choosing from the tasks, bodywork, massage and visualisations as well as the creative expression resources.	Block 3 Animals, Deep Space, Weather, Secret Garden, Mirrors and Masks. Explore each theme through choosing from the tasks, bodywork, massage and visualisations as well as the creative expression resources.	Block 4 Circus, Deserts, Hats and Headdresses, Pockets, Footprints. Explore each theme through choosing from the tasks, bodywork, massage and visualisations as well as the creative expression resources.	Block 5 Books, Hot Air Balloons, Textures, Messages, Butterflies. Explore each theme through choosing from the tasks, bodywork, massage and visualisations as well as the creative expression resources.	Block 6 Rocks, Jellyfish Flurry, Puppets, Angels, Inventions. Explore each theme through choosing from the tasks, bodywork, massage and visualisations as well as the creative expression resources.
Music Resource: Charanga	Y1- Hey You! Compose your own rap or words to the existing rap. Y2- Hands, Feet, Heart South African styles Sing songs in unison and in parts. Keep the pulse and play instruments. Copy and improvise rhythms.	Y1- Rhythm In The Way We Walk and Banana Rap Reggae and Hip-Hop- action songs that link to the foundations of music Y2- Christmas Production	Y1- In The Groove Six different styles of music used here - Blues, Latin, Folk, Funk, Baroque, Bhangra that link to history, geography, countries and cultures. Y2- I Want to Play in a Band Sing songs in unison and in parts. Keep the pulse and play instruments. Copy and improvise rhythms.	Y1- Round And Round Latin American style of music - Countries from around the world. Film music. Historical context of musical styles. Y2- Zoo time Sing songs in unison and in parts. Keep the pulse and play instruments. Copy and improvise rhythms.	Y1- Your Imagination Y2- Friendship Song Sing songs in unison and in parts. Keep the pulse and play instruments. Copy and improvise rhythms.	Y1- Reflect, Rewind and Replay Think about the history of music in context, listen to some Western Classical music and place the music from the units you have worked through, in their correct time and space. Consolidate the foundations of the language of music. Y2- Reflect, Rewind, Replay Listen to and appraise music. Introduction to formal written music

<p>Computing</p> <p>Cycle A</p> <p>Computer Science</p> <p>Information technology</p> <p>Digital literacy</p>	<p>Unit 1:1 Online safety & Exploring Purple Mash</p> <ul style="list-style-type: none"> -To log in safely. -To learn how to find saved work in the Online Work area and find teacher comments. -To learn how to search Purple Mash to find resources. -To become familiar with the icons and types of resources available in the Topics section. -To start to add pictures and text to work. -To explore the Tools and Games section of Purple Mash. -To learn how to open, save and print. - To understand the importance of logging out. 	<p>Unit 1.4 Lego Builders</p> <ul style="list-style-type: none"> -To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. - To follow and create simple instructions on the computer. -To consider how the order of instructions affects the result. 	<p>Unit 1.7 Coding</p> <ul style="list-style-type: none"> -To understand what instructions are and predict what might happen when they are followed. -To use code to make a computer program. -To understand what object and actions are. -To understand what an event is. -To use an event to control an object. -To begin to understand how code executes when a program is run. - To understand what backgrounds and objects are. -To plan and make a computer program. <p>E-safety day - February</p>	<p>Unit 2.1 Coding</p> <ul style="list-style-type: none"> -To understand what an algorithm is. -To create a computer program using an algorithm. -To create a program using a given design. - To understand the collision detection event. -To understand that algorithms follow a sequence. -To design an algorithm that follows a timed sequence. - To understand that different objects have different properties. -To understand what different events do in code. -To understand the function of buttons in a program. -To understand and debug simple programs. 	<p>Unit 2.6 Creating pictures (ART LINK)</p> <ul style="list-style-type: none"> -To learn the functions of the 2Paint a Picture tool. -To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir). -To recreate Pointillist art and look at the work of pointillist artists such as Seurat. -To learn about the work of Piet Mondrian and recreate the style using the lines template. -To learn about the work of William Morris and recreate the style using the patterns template. -To explore surrealism and eCollage. 	<p>Unit 2.5 Effective Searching</p> <ul style="list-style-type: none"> -To understand the terminology associated with searching. -To gain a better understanding of searching on the Internet. -To create a leaflet to help someone search for information on the Internet.
<p>Computing</p> <p>Cycle B</p> <p>Computer Science</p> <p>Information technology</p> <p>Digital literacy</p>	<p>Unit 2.2 Online safety</p> <ul style="list-style-type: none"> -To know how to refine searches using the Search tool. -To use digital technology to share work on Purple Mash to communicate and connect with others locally. -To have some knowledge and understanding about sharing more globally on the Internet. - To introduce Email as a communication tool using 2Respond simulations. -To understand how we should talk to others in an online situation. -To open and send simple online communications in the form of email. 	<p>Unit 2.4 Questioning (SCIENCE LINK)</p> <ul style="list-style-type: none"> -To learn about data handling tools that can give more information than pictograms. -To use yes/no questions to separate information. -To construct a binary tree to identify items. -To use 2Question (a binary tree database) to answer questions. -To use a database to answer more complex search questions. - To use the Search tool to find information. 	<p>Unit 1.5 Maze Explorers</p> <ul style="list-style-type: none"> -To understand the functionality of the direction keys. -To understand how to create and debug a set of instructions (algorithm). -To use the additional direction keys as part of an algorithm. -To understand how to change and extend the algorithm list. -To create a longer algorithm for an activity. -To set challenges for peers. -To access peer challenges set by the teacher as 2Dos. <p>E-safety day - February</p>	<p>Unit 1.6 Animated Story Books (ENGLISH LINK)</p> <ul style="list-style-type: none"> -To introduce e-books and the 2Create a Story tool. -To add animation to a story. -To add sound to a story, including voice recording and music the children have composed. -To work on a more complex story, including adding backgrounds and copying and pasting pages. -To share e-books on a class display board. 	<p>Unit 2.8 Presenting ideas (NF LINK - DINOSAURS)</p> <ul style="list-style-type: none"> -To explore how a story can be presented in different ways. -To make a quiz about a story or class topic. -To make a fact file on a non-fiction topic. - To make a presentation to the class. 	<p>Unit 1.8 Spreadsheets</p> <ul style="list-style-type: none"> -To know what a spreadsheet program looks like. - To locate 2Calculate in Purple Mash. -To enter data into spreadsheet cells. -To use 2Calculate image tools to add clipart to cells. -To use 2Calculate control tools: lock, move cell, speak and count.

	<ul style="list-style-type: none">-To understand that information put online leaves a digital footprint or trail.-To identify the steps that can be taken to keep personal data and hardware secure. <p>Unit 1.9 Technology outside School</p> <ul style="list-style-type: none">-To walk around the local community and find examples of where technology is used.- To record examples of technology outside school					
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