



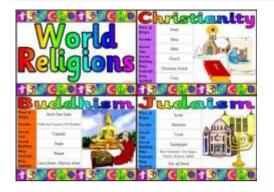


Ye	ar	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1		The Human Body	Animals	Materials	Materials	The Seasons	Plants
2	2	Use of Materials	Growing and Staying Healthy	Habitats	Growing Plants	Mini Worlds	Young Gardeners



Relationships and Health

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Growing up	Safety First	TEAM (Together Everyone Achieves More)	VIPs (Very Important Persons)	Aiming High	One World
2	Think Positive	It's My Body	Be Yourself	Digital Wellbeing	Diverse Britain	Money Matters





Religious Education

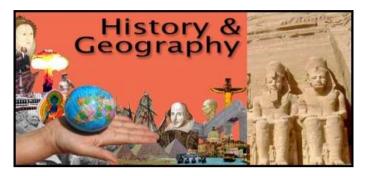
Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Creation	The Birth of Jesus	Miracles of Jesus	Heroes of Faith	What the Bible says about	Personal Growth
2	Why is the Bible Important?	The Birth of Jesus	Christian Heroes	Old Testament Heroes	Stories of Jesus	Helping Others





Computing

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Discovery Education (coding)	Making things move	Click and go	Making objects disappear	Making vehicle drive around	De-bugging
2	Moving objects and making them disappear	Making codes respond to keyboard	Using swipes as controls and making own app	Button programming	Own app making and debugging	We are game testers





History and Geography

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	G Place knowledge	H Changes within living memory	G Location knowledge	H Significant people in the past	G Maps of the UK	Significant events/people in the past
2	G Around the World	H Gut Fawkes	G Weather around the world	H Famous Queens	G Life in the city	H Seaside holidays





D&T, Art and Design

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	D&T Moving pictures	A&D Van Gough	D&T Playgrounds	A&D Sculpture	D&T Eat more fruit and vegetable	A&D Investigating materials
2	A&D Andy Goldsworthy	D&T Puppets	A&D Abstract Art; Hot and cold colours	D&T Perfect Pizzas	A&D Paper art	D&T Flying kites





Physical Education

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	Gymnastics	Games	Dance	Multi skills Swimming	Ball games	Sports Day preparation
2	Gymnastics Swimming	Games Swimming	Dance Swimming	Multi skills (running, skipping, travelling) Swimming	Ball games Swimming	Sports Day preparation Swimming



ENGLISH



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1 Fiction Non-fiction Poetry Nelson's handwriting practice booklet Schofield and ~Sims Spelling – Book 1	Fiction - Stories in familiar settings; Non-fiction: labels lists and signs; Poetry – songs and repetitive poems Grammar: Nouns, verbs Punctuation: Full stops, capital letters	Fiction: stories with repeating patterns; Non-fiction – information texts; Poetry – poems with patterns and rhymes Grammar: adjectives, conjunctions Punctuation: full stops, question marks, capital letters	Fiction: stories with repeating patterns; Non-fiction: instructions; Poetry: - poems about the senses Grammar: pronouns, determiners Punctuation: Apostrophes, question marks	Fiction: - traditional tales; Non-fiction: information texts; Poetry: - humorous poems Grammar: adverbs Punctuation ; apostrophes, commas	Fiction: -fairy stories and traditional tales; Non-fiction: letters; Poetry: poems about nature Grammar: prepositions Punctuation: commas, exclamation marks	Fiction: -fantasy; Non- fiction: information texts; Poetry: traditional poems Grammar: revision of previous grammar work Punctuation: full stops, capital letters, question marks, apostrophes
2 Fiction Non-fiction Poetry	Stories in familiar settings; Postcards & Letters; Songs and repetitive poems. Nelson's handwriting Schofield and Sims spelling books 1+2	Traditional tales; Information texts; Traditional poems for young children. Nelson's handwriting Schofield and Sims spelling books 1+2	Traditional tales from other cultures; Instructions; The senses. Nelson's handwriting Schofield and Sims spelling books 1+2	Fantasy stories; Recounts; Humorous poems. Nelson's handwriting Schofield and Sims spelling books 1+2	Quest and information texts; Favourite poems. Nelson's handwriting Schofield and Sims spelling books 1+2	Stories by the same author- Anthony Browne; Recounts; Birds poems. Nelson's handwriting Schofield and Sims spelling books 1+2







Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1 Schofield and CGP Mental books: book 1	Number and place value, counting 1 to 100 from any given number, estimate, read, write numbers in figures and words up to and beyond 20, measures compare length/height by direct comparison, shapes: features of common 2D shapes; addition and subtraction: one more one less than numbers up to 99, bonding numbers up to 6	Number and place value, sequencing, count back and forward in 2s and 5s, place value in teen numbers doubling measures' sequence events, days of the week and months of the year in order, addition and subtraction /number stories, bonds for 7 and 8 Money: recognise all coins and order according to value Shapes: make repeated patterns Data: sort information into a simple table	Number and place value: counting in 10s and sequencing to100, write figures and words, count on and back in tens addition subtraction , bonds for 9 and 10, adding 1-digit numbers to 2-digit numbers measures : compare two weights by direct comparison, measure weight, read time by the hour, Shapes: use names of common 3D shapes	 Number and place value, sequencing, odd and even, ordering 2-digit numbers, Addition and subtraction: solve one step problem using concrete objects and pictorial representations, adding three 1- digit numbers, doubles and near doubles, Measures: compare capacity by direct comparison, measure capacity, Shapes: describe features of 3-D shapes describe position, direction and movement 	Number and place value, count in tens, fives and twos, sequencing in multiples of 2s, 5s and 10s fraction: ½ of shapes quantities, addition subtraction: partitioning 2-digit numbers into tens and ones, adding and subtracting facts, add bridging 10, multiplication- multiplies of 10s and 5s measures : read time by half an hour, solve simple problems of capacity/time	Number and place value: ordering and sequencing numbers, less, more, equal addition and subtraction: with money and time- 1-digit to 2-digit and 2-digit to 2-digit Measures: position and direction, solve real life problems involving money, begin to use minutes to measure time fractions: ¼ of shapes and quantities s multiplication: multiplies of twos division: share by grouping in 2s, fives, and tens
2	Place value; sequencing; money; addition and subtraction Mental Arithmetic Schofield and CGP Link to Maths topics forthe term	Doubling and halving; shape and data Mental Arithmetic Schofield and CGP Link to Maths topics for the term	Weight and time; fractions; capacity and data Mental Arithmetic Schofield and CGP Link to Maths topics for the term	Multiplication and division; adding and subtracting money Mental Arithmetic Schofield and CGP Link to Maths topics for the term	Shape and time; subtraction and money Mental Arithmetic Schofield and CGP Link to Maths topics for the term	Time and data; fractions Mental Arithmetic Schofield and CGP Link to Maths topics for the term

Number: Place Value, Addition and Subtraction, Multiplication and Division, Fractions Geometry: Properties of Shape, Position and Direction

<u>Colour Key</u>					
Year 1 class					
Year 2 class					