

PHSE: Core 1 Health & Well-being; Core 2: Relationships; Core 3: Wider World is taught across the curriculum wherever possible (to made explicit on plans) and in discreet lessons where not possible

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Time Travellers		Planet Explorers		Nature Detectives	
	King of the Castle	Once Upon a Time	Superheroes	Out of this World!	Wild Things	Carnival of the Animals
Year 1	<p>English: Fiction: Stories with familiar settings, story maps. Non-Fiction: Labelling and writing captions. Phonics- Letters and Sounds.</p> <p>Maths: Count forwards and backwards to at least 20; ordering numbers; 1 more and 1 less; recognise and name 2D and 3D shapes; money. (Paul Klee sun and castle, addition to 10 and within 10 castle banquet)</p> <p>Science: Materials (sorting materials and making castles)</p> <p>Computing: Basic computer skills (QR reader parts of castles)</p> <p>PE: Games, Dance (medieval style linked to castles)</p> <p>RE: Harvest of Hands</p> <p>Music: Contrasts! Contrasting musical elements (Grand Old Duke of York)</p> <p>History: Castles: Label key features, ways of life long ago. The Queen. (art painting houses,</p>	<p>English: Fiction: Tradition tales and Fairy Stories Non-Fiction: Instructions, Phonics- Letters and Sounds.</p> <p>Maths: Sequencing and sorting; fractions: halves; capacity and volume; money; time, length and height. (measure Jolly Postman and materials to cover him, counting in 2's Cinderella (pairs)Christmas tree measuring, Jolly Postman directions)</p> <p>Science: Seasons (autumn/winter) (position and direction) Materials (That's not my dragon, fairy-tale characters, Jolly Postman's waterproof coat investigation)</p> <p>Computing: Animation (castles and fairy stories) /e-safely</p> <p>PE: Games (team games linked to characters from traditional tales), Gymnastics</p> <p>RE: Advent, preparing for a celebration, here comes Christmas.</p>	<p>English: Fiction: comic strip, stories with familiar setting, author study. Non-fiction: Alphabet Phonics- Letters and Sounds.</p> <p>Maths: Number and place value; mass and weight; 2D and 3D shape; counting and money; multiplication x2; Division (halving),</p> <p>Science: Humans: Identifying and label parts of the human body.</p> <p>Computing: Programming: Algorithms/Beebots</p> <p>PE: Dance, games</p> <p>RE: New Beginnings: Chinese New Year</p> <p>Music: Action! Note values.</p> <p>History: Toys - timeline, comparing toys,</p> <p>Art: Painting</p> <p>DT: Kites</p>	<p>English: Fiction: Fantasy stories. Non-fiction: Instruction writing. Poetry: Weather poems. Phonics- Letters and Sounds.</p> <p>Maths: Measurement (length, height and weight), mental addition and subtraction facts; fractions (halve/quarter of shapes), position; direction; time (hour, $\frac{1}{2}$ past, measuring time).</p> <p>Science: Seasons (Spring) Weather, day length.</p> <p>Computing: Programming: Algorithms/Beebots</p> <p>PE: Gymnastics, games</p> <p>RE: Easter</p> <p>Music: Weather songs</p> <p>Geography: Features of local area - physical/human. Mapping skills using a key, aerial photographs</p> <p>Music: Composing melodies</p> <p>Art: Sculpture</p>	<p>English: Fiction: Stories with an imaginary setting. Poetry: Colour poems. Phonics- Letters and Sounds.</p> <p>Maths: Number and Place Value; bar and tally charts; addition, subtraction and statistics (block diagrams). Measurement, capacity and volume; solve simple problems (one step); fractions (halves/quarters of shapes/quantity); position, direction and time; creating structures with shapes.</p> <p>Science: Seasons (summer). Plants.</p> <p>Computing: E-safety</p> <p>RE: Our Planet: Thank you prayers and the Creation Story</p> <p>Music: Recycling! Rhythm building</p> <p>Geography: Me on the map.</p> <p>Art: Colour mixing - artist study</p> <p>PE: Athletics, Team Games</p>	<p>English: Non Fiction: features, non-chronological report, letter writing. Poetry: Riddles Phonics- Letters and Sounds.</p> <p>Maths: Time; multiplication and division (arrays); finding the difference (subtraction); comparing data; measurement with standard weights; sorting information into tables.</p> <p>Science: Identify and name a range of common creatures. Use terms (carnivore/herbivore/omnivore). Compare and describe the structure of various creatures.</p> <p>Computing: Sorting and classifying</p> <p>PE: Athletics/ Team Games</p> <p>Art: Design and make using a range of materials, collage.</p> <p>Music: Carnival of the Animals -Animal Boogie.</p> <p>RE: Our Planet: Noah's Ark and other stories, looking after our planet.</p> <p>DT: Healthy fruit salad</p> <p>Geography: Comparing local area with non-European country</p>

Geography: My locality (my journey map, aerial maps of Beeston Castle, map with key of Normandy)

Art: Paul Klee - Castle and Sun pictures.(Maths 2d shapes) (Queens Knickers, Knights on horses, painting our house))

DT: Structures -Model Castle (Norman ships)

Music: Christmas Songs

Art/DT: Christmas Cards and decorations. Watercolour painting (science seasonal tree calendar)

Geography: Map skills (Jolly postman's journey)