



Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Joseph - Why is	Christmas – Why do	Jesus – What made	Easter – what do	My world Jesus	God and Creation -
	Joseph a Bible	people in the Nativity	Jesus special?	you think is the	world – How is the	What are your
RE	hero?	story travel to	Jesus special:	most important	place where Jesus	favourite things in
Questful	nero:	•		•		Ŭ
Curriculum		Bethlehem?		part of the Easter	lived different	creation? Links to
				story?	from where we live	Hinduism and Islam
					now?	
Reading	History:	Reading Breadth:	Geography:	Reading Breadth:	Science:	Reading Breadth:
Unit	Living Memory	Fairy Stories and	Locality	Traditional Tales &	Animals Inc.	Stories & Poems
Onic	Toys	Rhymes		Poems	Humans	
Writing	Old Bear	Rapunzel	Hermelin	Where the Wild	The Secret of Black	The Last Wolf
Text				Things Are	Rock	
	Narrative:	Instructions: How to	Recount: Letters	Narrative: A Portal	Recount: Diary	Narrative: A Hunting
Writing	Discovery	catch a witch	Purpose: To recount	Story	Purpose: To	Story Purpose: To
Outcome &	Narrative	Purpose: To instruct	•	Purpose: To	recount	narrate
Purpose	Purpose: To	•		narrate		
	narrate					
	Place value	Position, numbers to	Shape, Length and	Numbers to 40,	Division numbers	Fractions, Money,
Maths	Addition to 10	20, addition and	Height	Multiplication	to 100, Mass,	Time
		subtraction			Space	
	What should I wear when it is raining?	Which material is the best to carry your shopping? Everyday Materials		Are the days getting longer?	How are frogs different to humans?	What grows in a garden? Plants
Science	Seasonal Changes	To identify and name a variety of everyday		Seasonal Changes	Animals including	To identify and name a
	Observe changes	materials, including wood, plastic, glass, metal,		Observe changes	humans	variety of common wild
	across the four	water and rock		across the four	Identify and name a	and garden plants,
	seasons, and observe			seasons, and observe	variety of;	including deciduous and
	and describe weather	To distinguish between an object and the material		and describe weather	Describe and compare	evergreen trees
	associated with the	from which it is made		associated with the	the structure of a	
	seasons and how day			seasons and how day	variety of;	Identify and describe the
	length varies.			length varies		basic structure of a variety





		common animalsof common flowering plants, including treesamphibians, reptiles, birds and mammalsplants, including treesIdentify and name a variety of common animals that are carnivores, herbivores and omnivores		
	Plants – to be taught and observed across the year To 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	 Working Scientifically Asking simple questions and recognising that they can be answered in different ways Observing closely, using simple equipment Performing simple tests Identifying and classifying Using their observations and ideas to suggest answers to questions 		
History	Let's go to the shops! Has the Coop always been on Castle Street? -changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life	 Gathering and recording data to help in answering questions. Kings and Queens What was the life of a Royal Monarch like? -the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods -changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life Wat was the life of a Royal Monarch like? -the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods -changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life -change in nat		



	a chronological framework a answer questions, choosing a	nd identify similarities and differer nd using parts of stories and other tify different ways in which it is rep	Subject or ng common words and phrases rela nces between ways of life in differer sources to show that they know an presented. In planning to ensure the n introducing pupils to historical per	ting to the passing of time. The t periods. They should use a w d understand key features of e progression described above f	vide vocabulary of everyday his vents. They should understand through teaching about the peo	torical terms. They should ask and some of the ways in which we find	
Geography	Rain or Shine: The Weather in Our World How does the weather in the North Pole differ to Edgeley and the Daintree Forest? Place Knowledge -understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country Human and Physical Geography -identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles		Local Area Study: Edgeley Where do I live and what can I see there? Geographical Fieldwork and Skills -use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map -use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key -use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.	ontent		The United Kingdom What is the UK and where in the world in the UK? Locational Knowledge -name, locate and identify characteristics of the 4 countries and capital cities of the United Kingdom and its surrounding seas (Irish Sea, English Channel, North Sea, North Atlantic Ocean) Human and Physical Geography -use basic geographical vocabulary to refer to: key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop Geographical Fieldwork and Skills -use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage	
	Key stage 1 Pupils should develop knowledge about the world, the United Kingdom and their locality. They should understand basic subject-specific vocabulary relating to human and physical geography and begin to use geographical skills, including first-hand observation, to enhance their locational awareness.						
Art & Design Design & Technology	All about me – self portraits Drawing – To become proficient in drawing techniques. To use drawing to	Making a toy for the shop Textiles/materials Using Design, Make & Evaluate targets	Pop Art Printing To become proficient in other art, craft and design techniques – printing.	Upcycling - Make a castle Sculpture/3D art: To develop sculpting techniques. To use sculpture to	Designing moving vehicles: Wheels + winding mechanism Using Design, Make &	Lowry Painting To develop painting techniques. To use painting to develop and share their	
Technology	To use drawing to develop and share	To become proficient in	To develop a wide range	To use sculpture to develop and share	Evaluate targets	develop and share their ideas, experiences and	





	their ideas, experiences and imagination. - draw lines of	other art, craft and design techniques. Key vocabulary: textiles,	of art and design techniques in using colour and texture. - copy an original print;	their ideas, experiences and imagination. - use a variety of natural, recycled		 imagination. name the primary and secondary colours; experiment with
	varying thickness; - use dots and lines to demonstrate pattern and texture; - use different materials to draw, for example pastels, chalk, felt	fabric, weaving, woven, placemat, loom, alternate, over, under, decoration, decorative, batik dye, dye, wax, resist, crayons, ink, apply, set.	 use a variety of materials, e.g. sponges, fruit, blocks; demonstrate a range of techniques, e.g. rolling, pressing, stamping and rubbing; 	 and manufactured materials for sculpting, e.g. clay, straw and card; use a variety of techniques, e.g. rolling, cutting, pinching; 		 different brushes (including brushstrokes) and other painting tools; mix primary colours to make secondary colours; add white and black to alter tints and shades;
	tips; Key vocabulary: portrait, self-portrait, line drawing, detail, landscape, cityscape, building, pastels, drawings, line, bold, size, space.		Key vocabulary: colour, shape, printing, printmaking, woodcut, relief printing, objects.	 use a variety of shapes, including lines and texture; Key vocabulary: sculpture, statue, model, work, work of art, 3D, land art, sculptor, carving, sculpture, installation, shapes, materials, pyramid, abstract, geometric 		Key vocabulary: primary colours, secondary colours, neutral colours, tints, shades, warm colours, cool colours, watercolour wash, sweep, dab, bold brushstroke, acrylic paint.
PE	 Ball Skills Pupils will explore their fundamental ball skills such as throwing and catching, rolling, hitting a target, dribbling with both hands and feet and kicking a ball. Pupils will have the opportunity to work independently, in 	 Ball Skills Pupils will explore their fundamental ball skills such as throwing and catching, rolling, hitting a target, dribbling with both hands and feet and kicking a ball. Pupils will have the opportunity to work independently, in pairs and small groups. 	 Dance pupils will develop their aim using both underarm and overarm actions. Pupils will be given opportunities to select and apply the appropriate action for the target considering the size and distance of the challenge. They will apply their skills individually, in pairs and 	 Fitness Pupils develop their understanding of the benefits of exercise and a healthy lifestyle on their physical body, their mood and their overall health. They will work alone, in pairs and small groups to complete challenges in which they will sometimes 	 Team Building Pupils develop their communication and problem solving skills. They work individually, in pairs and in small groups, learning to take turns, work collaboratively and lead each other. They are given the opportunity to discuss and plan 	 Team Building Pupils develop their communication and problem solving skills. They work individually, in pairs and in small groups, learning to take turns, work collaboratively and lead each other. They are given the opportunity to discuss and plan their ideas to get the most successful outcome.





pairs and small	Pupils will be able to	in small groups and	need to persevere	their ideas to get	Pupils will develop skills
groups.	explore their own ideas	begin to organise and	to achieve their	the most successful	required in athletic
• Pupils will be able to	in response to tasks.	self-manage their own	personal best.	outcome.	activities such as running
explore their own	Target Games	activities. They will	Invasion Games	<u>Athletics</u>	at different speeds,
ideas in response to	Pupils will develop thei	understand the	Pupils develop their	Pupils will develop	changing direction,
tasks.	aim using both	importance of abiding	understanding of	skills required in	jumping and throwing.
<u>Fundamentals</u>	underarm and overarm	by rules to keep	attacking and	athletic activities	• Pupils will engage in
Pupils will explore	actions.	themselves and others	defending and what	such as running at	performing skills and
the fundamental	Pupils will be given	safe.	being 'in possession'	different speeds,	measuring performance,
skills of balancing,	opportunities to select	<u>Gymnastics</u>	means. They use	changing direction,	competing to improve on
running, changing	and apply the	 Pupils learn to use 	and develop skills	jumping and	their own score and
direction, jumping,	appropriate action for	space safely and	such as sending and	throwing.	against others. They are
hopping and	the target considering	effectively. They	receiving with both	Pupils will engage in	given opportunities to
skipping.	the size and distance of		feet and hands, as	performing skills	work collaboratively as
 Pupils will explore 	the challenge. They will	basic gymnastic actions	well as dribbling	and measuring	well as independently.
these skills in	apply their skills	on the floor and using	with both feet and	performance,	
isolation as well as	individually, in pairs and		hands. They have	competing to	
in combination.	in small groups and	skills of jumping, rolling,	the opportunity to	improve on their	
 Pupils will be given 	begin to organise and	balancing and travelling	play uneven and	own score and	
opportunities to	self-manage their own	are used individually	even sided games.	against others. They	
identify areas of	activities. They will	and in combination to	They learn how to	are given	
strength and areas	understand the	create movement	score points in these	opportunities to	
for improvement.	importance of abiding	phrases.	types of games and	work collaboratively	
 Pupils will work 	by rules to keep	Pupils are given	how to play to the	as well as	
collaboratively with	themselves and others	opportunities to select	rules. They work	independently.	
others, taking turns	safe.	their own actions to	alone, with a		
and sharing ideas		build short sequences	partner and in a		
		and develop their	small group and		
		confidence in	begin to self-		
		performing.	manage their own		
		Pupils begin to	games, showing		
		understand the use of	respect and		
		levels, directions and	kindness towards		
		shapes when travelling	their teammates		
		and balancing.	and opponents.	<u> </u>	



	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B - Programming animations	
Computing	 -To identify technology -To identify a computer and its main parts -To use a mouse in different ways -To use a keyboard to type on a computer -To use the keyboard to edit text -To create rules for using technology responsibly 	 -To describe what different freehand tools do -To use the shape tool and the line tools -To make careful choices when painting a digital picture -To explain why I chose the tools I used -To use a computer on my own to paint a picture -To compare painting a picture on a computer and on paper 	 -To explain what a given command will do -To act out a given word -To combine forwards and backwards commands to make a sequence -To combine four direction commands to make sequences -To plan a simple program -To find more than one solution to a problem 	-To label objects -To identify that objects can be counted -To describe objects in different ways -To count objects with the same properties -To compare groups of objects -To answer questions about groups of objects	-To use a computer to write -To add and remove text on a computer -To identify that the look of text can be changed on a computer -To make careful choices when changing text -To explain why I used the tools that I chose -To compare typing on a computer to writing on paper	 -To choose a command for a given purpose -To show that a series of commands can be joined together -To identify the effect of changing a value -To explain that each sprite has its own instructions -To design the parts of a project -To use my algorithm to create a program 	
	Gospel	Christmas Production	African - Funk World Music	Pop/Rock	Hip Hop/Reggae	Reflect/Recap History of music	
Music	 Use their voices expressively and creatively by singing songs and speaking chants and rhymes Play tuned and detuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music Experiment with, create, select and combine sounds using the inter-related dimensions of music. 						
PSHE	Emotion & Staying Safe	Keeping Healthy & Computer Safety	Being Responsible & Hazard Watch	Computer Safety & Emotions	Our World	Relationships	



