

	Autumn I	Autumn 2	Spring I	Spring 2	Summer I	Summer 2
	Wolf in Wyke	London's Burning!	Antarctic Adventures	Chembakolli	Around the World	Marvellous Minibeasts
Key Texts	The Three Little Pigs	Toby and the Great Fire of London Margaret Nash	Lost and Found Oliver Jeffers	Indian Folktales (stories from another culture)	Lighthouse Keeper's lunch Ronda and David Armitage	James and the Giant Peach Roald Dahl
English	F: Fairytales NF: Non – chronological report about Wyke	F: Historical descriptive stories. NF: Recount (News reports) P: Poetry-Pattern and Rhyme	F: Finding story NF: Instructions P: Bird Poetry	F: Stories from another culture NF: Non – chronological report about India	F: Developing the existing narrative (description) NF: Persuasive Letters (saving oceans)	F: Character descriptions /letters NF: Persuasive writing (travel brochure) P: Seaside poetry
Maths	Number: Place Value Count objects to 100 and read and write numbers in numerals and words. Represent numbers to 100. Tens and ones with a part whole model. Tens and ones using addition. Use a place value chart. Compare objects. Compare numbers. Order objects and numbers. Count in 2s, 5s and 10s. Count in 3s. Number: Addition and Subtraction Fact families — Addition and subtraction bonds to 20. Check calculations. Compare number sentences. Related facts. Bonds to 100 (tens). Add and subtract 1s. 10 more and 10 less. Add and subtract 1s. 10 more and 10 less. Add and subtract 1os. Add a 2-digit and 1- digit number — crossing ten. Subtract a 1-digit number from a 2-digit number — crossing 10. Add two 2-digit numbers — not crossing ten — add ones and add tens. Add two 2-digit numbers — rorssing	Number: Addition and Subtraction Fact families – Addition and subtraction bonds to 20. Check calculations. Compare number sentences. Related facts. Bonds to 100 (tens). Add and subtract 1s. 10 more and 10 less. Add and subtract 10s. Add a 2-digit and 1-digit number – crossing ten. Subtract a 1-digit number – crossing ten – add ones and add tens. Add two 2-digit numbers – not crossing ten – add ones and add tens. Add two 2-digit number from a 2-digit number from a 2-digit number – crossing ten – add ones and add tens. Subtract a 2-digit number from a 2-digit number from a 2-digit number from a 2-digit number – not crossing ten – subtract a 2-digit number – lot crossing ten. Subtract a 2-digit number – crossing ten – subtract ones and tens. Bonds to 100 (tens and ones). Add three 1-digit numbers. Geometry: Properties of Shape Recognise 2D and 3D shapes. Count sides on 2D shapes. Count vertices on 2D shapes.	Number: Multiplication and Division Recognise equal groups. Make equal groups. Add equal groups. Multiplication sentences using the x symbol. Multiplication sentences from pictures. Use arrays. 2 times-table. 5 times-table. 10 times-table Make equal groups — sharing. Make equal groups — grouping. Divide by 2. Odd and even numbers. Divide by 5. Divide by 10. Money Count money — pence. Count money — pounds (notes and coins). Count money — notes and coins. Select money. Make the same amount. Compare money. Find the total. Find the difference. Find change. Two-step problems.	Measurement: Length and Height Measure length (cm). Measure length (m). Compare lengths. Four operations with lengths. Measurement: Mass, Capacity and Temperature Compare mass. Measure mass in grams. Measure mass in kilograms. Compare capacity. Millilitres. Litres. Temperature.	Measurement: Time O'clock and half past. Quarter past and quarter to. Telling time to 5 minutes. Minutes in an hour, hours in a day. Find durations of time. Compare durations of time. Number: Fractions Make equal parts. Recognise half. Find half. Recognise quarter. Find a quarter. Recognise a third. Find a third. Unit fractions. Non0unit fractions. Equivalence of 1/2 and 2/4. Find three quarters.	Investigations Measurement: Geometry: Position and Direction Describing movement. Describing turns. Describing movement and turns. Making patterns with shapes. Statistics Make tally charts. Draw pictograms (1-1). Interpret pictograms (2, 5 and 10). Interpret pictograms (2, 5 and 10). Block diagrams.



	ten – add ones and add tens. Subtract a 2-digit number from a 2-digit number – not crossing ten. Subtract a 2-digit number from a 2-digit number from a 2-digit number – crossing ten – subtract ones and tens. Bonds to 100 (tens and ones). Add three I-digit numbers. Everyday materials Identify & compare	Draw 2D shapes. Lines of symmetry. Sort 2D shapes. Make patterns with 2D shapes. Count faces on 3D shapes. Count edges on 3D shapes. Count vertices on 3D shapes. Sort 3D shapes. Make patterns with 3D shapes Everyday materials Identify & compare	Animals including humans	Animals including humans	Plants Observe & describe	Living things and their habitats
Science	suitability and properties of materials	suitability of materials Find out about how the shapes of solid materials can be changed	Basic needs of animals, including humans, for survival	Basic needs of animals, including lifestyle Notice that animals, including humans, have offspring which grow into adults	growth Understand conditions plants need to grow	Identify & describe habitats Identify food chains
History		Great Fire of London Significant historical events, people and places Identify differences between ways of life at different times Compare pictures or photographs of people or events in the past Discuss reliability of photos/accounts/stories	Scott of the Antarctic/Felicity Alston/Ann Daniels The lives of significant individuals in the past who have contributed to national and international achievements Recognise why people did things, why events happened and what happened as a result Compare 2 versions of a past event			Use a source – observe or handle sources to answer questions about the past on the basis of simple observations Identify differences between ways of life at different times Compare pictures or photographs of people or events in the past
Geography	Name, locate and identify characteristics Use basic geographical vocabulary Use simple compass directions Use simple fieldwork and observation skills			Contrasting Locality: Chembakolli Understand geographical similarities and differences of a small area of UK and a small area of a non- European country Use basic geographical vocabulary Use simple compass directions	Continents and Oceans Name and locate the world's seven continents and five oceans Understand geographical similarities and differences Location of hot and cold areas of the world	
RE	How are symbols used to welcome new life? Recognise and name some symbols used to welcome a new baby.	How can we make good choices? Notice characteristics in the lives of people who are held as examples by religions / worldviews.	How and why do people pray? Talk about how prayer makes people wonder at the world and ask big questions about life.	How do Hindu stories help believers live their lives? Stories can teach us important lessons about ourselves and the world.	What did Jesus teach and how did he live? Express ideas and respond to questions about stories from the life and teachings of Jesus.	What do religions and world views say about our wonderful world? Ask and respond to questions about the world and creation.



	Express ideas about the symbols they would use to welcome a baby. Recognise some similarities and differences between the welcoming ceremonies.	Talk about and suggest meanings for teachings about right and wrong from different religions / worldviews.	Retell a story about someone whose experience or encounter changed their life. Notice what someone might do or say when they pray.	Stories can help us with life's big questions or mysteries either with answers or deeper questions. Religions and worldviews use stories to help pass on their own teachings around these big questions. Various forms of literary & creative expression in religious and other worldviews preserve these stories.	Express ideas about how beliefs affect how Christians live their lives, such as: fasting, supporting the homeless and poor, campaigning, using examples of local or well-known Christians. Name and retell key events in the final days of Jesus' ministry, including: Palm Sunday; the last supper; crucifixion; the empty tomb. Recall how these are remembered in Holy Week and Easter.	Recognise and retell religious and non-religious stories and beliefs about creation and suggest some meanings. Begin to express ideas and opinions about how to care for the planet.
	Relati	onships	Living in the	wider world	Health and	l wellbeing
PSHCE	Families and friendships Making friends; feeling lonely and getting help Safe relationships Managing secrets; resisting pressure and getting help; recognising hurtful behaviour Respecting ourselves and others Recognising things in common and differences; playing and working cooperatively; sharing opinions		Belonging to a community Belonging to a group; roles and responsibilities; being the same and different in the community Media literacy and digital resilience The internet in everyday life; online content and information Money and work What money is; needs and wants; looking after money		Physical health and mental wellbeing Why sleep is important; medicines and keeping healthy; keeping teeth healthy; managing feelings and asking for help Growing and hanging Growing older; naming body parts; moving class or year Keeping safe Safety in different environments; risk and safety at home; emergencies	
Art		Drawing: Great Fire of London Use drawing, painting and collage to develop and design ideas for picture of Great Fire of London		Explore design techniques in colour, pattern and texture to produce own rangoli art picture		Sculpture: Clay minibeasts Create own minibeast sculpture using clay to produce a tile and 3D form
DT	Sewing: Puppets Measure, mark out, cut and shape materials Assemble, join and combine materials	ESTIGOTI	Food Technology: Wraps Explore techniques such as cutting, peeling and grating ingredients Understand food hygiene and safety		Winding mechanisms: Lighthouse Explore movement of levers, wheels and winding mechanisms	
Computing	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Digital photograph Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.



	Netball	Football	Gymnastics	Multi-skills	Athletics	Tennis
PE	Master basic movements including running, jumping and striking and begin to apply these in a range of activities. Develop basic agility, balance and coordination and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.	Master basic movements including running, jumping and striking and begin to apply these in a range of activities. Develop basic agility, balance and coordination and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.	Master basic movements including running, jumping and striking and begin to apply these in a range of activities. Develop basic agility, balance and coordination and begin to apply these in a range of activities.	Master basic movements including running, jumping and striking and begin to apply these in a range of activities. Develop basic agility, balance and coordination and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.	Master basic movements including running, jumping and striking and begin to apply these in a range of activities. Develop basic agility, balance and coordination and begin to apply these in a range of activities.	Participate in team games, developing simple tactics for attacking and defending using the tennis racket to balance and hit the ball. Develop basic agility, balance and coordination and begin to apply these in a range of activities.
	Pulse, Rhythm and Pitch	Playing in an Orchestra	Inventing a Musical Story	Recognising Different Sounds	Exploring Improvisation	Our Big Concert
Music	Singing and listening are at the heart of each lesson.	Singing and listening are at the heart of each lesson.	Singing and listening are at the heart of each lesson.	Singing and listening are at the heart of each lesson.	Singing and listening are at the heart of each lesson.	Singing and listening are at the heart of each lesson. Play, improvise and
	Play, improvise and compose using a selection of these notes: C, D, E, F, G, A	Play, improvise and compose using a selection of these notes: C, D, E, F, G, A, Bb, B	Play, improvise and compose using a selection of these notes: C, D, E, F, G, A, Bb, B	Play, improvise and compose using a selection of these notes: C, D, E, F, G, A, Bb, B	Play, improvise and compose using a selection of these notes: C, D, E, F, G, A, Bb, B	compose using a selection of these notes: C, D, E, F, F\$, G, A, Bb, B