

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Growth Mindset Skill:	Show co-operation	Stay curious	Make it better	Be resilient	challenge yourself	Always be creative
History/ Geography	History: Toys from the past	Geography: Our School	History: Titanic	Geography: The UK	History: Kings and Queens	Geography: Weather in the UK
PSHE Focus RSE Focus	Being Me in my World Celebrating Difference		Dreams and Goals TenTen: Physical Contact		Three In One Who is my neighbour? Communities we live in.	
Art/ D&T	DT: Free Standing Structures- Rockets (Whatever next?)	Art: Jackson Pollock	DT: Food and Nutrition- Titanic Tea Party	Art: Collage - Nature	Art: Mondrian - Shape	DT: Making Birds
Religious Education	Family and Belonging	Waiting	Special People Meals	Change Holidays and Holydays	Being Sorry	Neighbours
English & book focus	Whatever next? Phonics	Beegu (Sentence structure) Phonics	The Magic Paintbrush – Character description (Sentence structure) Phonics	Hairy Maclary Phonics	The Ugly Sharkling (Film Unit) Phonics	The Dot Phonics
Mathematics	Place Value within 10 - Addition and Subtraction within 10	Addition and Subtraction within 10 -Shape -Place Value within 20	Addition and Subtraction within 20 -Place Value within 50	-Place Value within 50 - Length and Height -Weight and Volume	-Multiplication & Division -Fractions - Position and Direction	Place Value within 100 -Money -Time
Science	The Human Body Seasonal changes	Materials Seasonal changes	Animals Planting	Caring for the planet Planting Seasonal changes	Plants Planting	Growing and cooking Seasonal changes.
Physical Education	Dance	Gymnastics	Catching and Throwing	Catching and Throwing	Travelling with equipment	Athletics
Music	Pulse	Adding Rhythm and Pitch	Introducing Tempo and Dynamics	Combining pulse, rhythm and pitch	Having fun with improvisation	Explore sound and create a story.
Computing	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.