



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>English</b>	Stories in familiar settings Labels, lists, signs and posters Songs and repetitive poems	Stories involving fantasy Information texts Poems about animals	Stories in familiar settings Playing with language Letters	Tales from a variety of cultures Recounts The Sound Collector	Fairy Stories Instructions	Classic contemporary fiction Information texts Traditional poems
<b>Science</b>	Animals, including humans	Everyday materials	Living things and their habitats Focus:	Plants	Investigations	Investigations
<b>Computing</b>	<p>Pause and Think Online (<i>Understand the importance of being safe, responsible, and respectful online</i>)</p> <p>Recognise common uses of information technology beyond school.</p> <p>Use technology to create digital content (<i>Imagery- J2E Paint</i>)</p>	<p>How technology makes you feel (<i>Know what to do when you don't have a good feeling when using technology</i>)</p> <p>Use logical reasoning to predict the behaviour of simple programs (<i>Beebots and Bluebot app</i>)</p>	<p>Jessie and friends (sharing pictures) – <i>Understand the importance of consent when sharing pictures online.</i></p> <p>Use technology to create, organise, store, manipulate and retrieve digital content (<i>Publishing</i>)</p>	<p>Jessie and friends (playing games) - <i>Understand the importance of only talking to people they know in real life and telling a trusted adult if others start talking to them.</i></p> <p>Understand that programs execute by following precise and unambiguous instructions (<i>Beebots/Probots and ALEX app</i>)</p>	<p>Media balance is important (<i>Know when and why to take breaks from device time</i>)</p> <p>Use technology to create, organise and manipulate digital content (<i>J2E data</i>)</p>	<p>Lee and Kim (1)- <i>Explain why I shouldn't share my personal information with people I don't know and trust, including those online.</i></p> <p>Create a debug simple programs (<i>Scratch Junior</i>)</p>
<b>History</b>	<p><b>I'm Making History</b></p> <p>Focus: Changes within Living Memory (<i>Experience: Beamish</i>)</p>		<p><b>History on my Doorstep</b></p> <p>Focus: Local site visit/ street or village survey with follow up (<i>Experience: Ebchester Village Survey</i>)</p>		<p><b>Who made history in our area?</b></p> <p>Y1 – 1 person Y2 – 2 people with contrasting element (<i>Experience: Grace Darling Museum</i>)</p>	

<b>Geography</b>		<b>What can I find in the corner of my world?</b> Simple maps with basic key symbols, compass directions, locational/ directional language		<b>Where do we live?</b> Characteristics of the 4 countries, key geographic vocabulary, use of world maps		<b>Why is my world wonderful?</b> 7 continents, 5 oceans, location of hot/cold areas linked to the Equator and North/South Pole
<b>Art</b>	<b>Painting</b> Colour mixing and the Colour Wheel Artists: Picasso, various in identifying warm or cool palettes in paintings.		<b>Drawing</b> Portraits Artists: Leonardo da Vinci and Andy Warhol	<b>Sculpture</b> Inspired by the Seashore Sculptors: Andy Goldsworthy, Barbara Hepworth		
<b>DT</b>		<b>Structures</b> Focus: Freestanding structures			<b>Food</b> Preparing fruit and vegetables	<b>Textiles</b> Focus: Templates and joining techniques <i>(Experience: Shipley Art Gallery – Textile Workshop)</i>
<b>Music</b>	Hey you!	Rhythm in the Way we Walk and the Banana Rap	In the Groove	Round and Round	Your Imagination	Reflect, Rewind, Replay
<b>RE</b>	<b>God</b> What do Christians believe God is like?	<b>Incarnation</b> Why does Christmas matter to Christians? <i>(Experience: Hall Hill Farm)</i>	Who am I? What does it mean to belong?	<b>Salvation</b> Why does Easter matter to Christians?	What makes some places sacred to believers?	How should we care for the world and for others, and why does it matter?
<b>PE</b>	Fundamental movement (running and jumping) Dance	Gymnastics (balance and co-ordination) Team games	Dance Fundamental movement (Throwing and catching)	Team Games (Attacking and defending) Gymnastics (Travelling)	Dance Fundamental movement (agility e.g using SAQ activities)	Athletics Team games (Striking and fielding)