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## 2024-2025

	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			Re	eligious I	Educatio	n		
Autumn 1	Creation and Covenant	Creation and Covenant	Creation and Covenant	Creation and Covenant	Creation and Covenant	People	Ourselves	Loving
Autumn 2	Prophecy and Promise	Prophecy and Promise	Prophecy and Promise	Prophecy and Promise	Prophecy and Promise	Called Gift	Life choices Hope	Vocation and commitment Expectations
Spring 1	Galilee to Jerusalem	Galilee to Jerusalem	Galilee to Jerusalem	Galilee to Jerusalem	Galilee to Jerusalem	Community	Mission	Sources
Spring 2	Desert to Garden	Desert to Garden	Desert to Garden	Desert to Garden	Desert to Garden	Giving and Receiving Self-discipline	Memorial sacrifice Sacrifice	Unity Death and new life
Summer 1	To the End of the Earth	To the End of the Earth	To the End of the Earth	To the End of the Earth	To the End of the Earth	New life	Transformation	Witnesses
Summer 2	Dialogue and Encounter	Dialogue and Encounter	Dialogue and Encounter	Dialogue and Encounter	Dialogue and Encounter	Building bridges God's people	Freedom & responsibility Cafod	Healing Cafod
	Reading							
Autumn 1	Non-Fiction: Only one me by Linda Kranz Fiction: Goldilocks and The Three Bears	Fiction: The Ugly Duckling Non-Fiction: Transport	Looking After Ourselves Being Active Feelings Healthy Eating Healthy Teeth Plants Wildflowers Plants that grow	Fairy Tales Elves and the Shoemaker Hansel and Greter Little Red Riding Hood Pied Piper Nature Adaptations Australia Australian Animals	Mythical Creatures Fairy Lake Food Chains There was an Old Lady Industrial Revolution Iron Bridge The Sewers Adventure Stories A Branch in Time Heros and Villains Captain Apparatus	<ul> <li>Fantasy Playscripts <ul> <li>Little Red Scene 1</li> </ul> </li> <li>States of Matter <ul> <li>Changing States</li> </ul> </li> <li>Battles <ul> <li>Weapons Through Time</li> <li>Battle Infographic</li> </ul> </li> <li>A Pharaohly Big Deal <ul> <li>A Pharaohly Big Deal Chp1</li> <li>A Pharaohly Big Deal Chp2</li> </ul> </li> </ul>	Giants at War	A Fairy Gruesome Murder • Evidence A Court Transcript • Surprise Piggy Shocker in courtroom Drama Heart and Circulation • Heart and Circulation Ghosts and Ghouls • History of Halloween WW1 • Statistics



								Football History <ul> <li>The Origins of</li> <li>Football</li> </ul>
Autumn 2	Fiction: Little Red Hen Non-Fiction Text: Recipe for making bread	Fiction: The Gingerbread Man Non-Fiction: Recipe for making gingerbread	Emergency Services • The Fire Service • Police Explorers • Explorer Kit • The Explorer Christmas • How to Build a Snowman • Santa's Holiday	Sports People • Ellie Simmonds • Harry Kane Pirates • Captain Jack's Treasure Christmas • Stuck in the Chimney • Christmas Letter Sorting Machine	<ul> <li>Hero's Journey</li> <li>Hero's Journey</li> <li>Eating and Digestion <ul> <li>A Healthy Diet</li> </ul> </li> <li>Christmas <ul> <li>A Christmas Carol</li> <li>A Favourite Toy</li> </ul> </li> </ul>	Famous Authors AA Milne Beatrix Potter JRR Tolkien Music History Inspired By Birds Christmas Christmas Trees The Little Match Girl	<ul> <li>A Kind of Magic</li> <li>A Kind of Magic</li> <li>Enchantment</li> <li>The Creature</li> <li>The Magic of Merlin</li> <li>Christmas</li> <li>The Yule Lads [Door Sniffer]</li> <li>Gift of the Magi</li> </ul>	History of Computer Gaming • On A Roll Switched Fairy Tales • Annie Baba • Joe White The Greatest Show • The Greatest Showman Christmas • The Night Before The Night Before Christmas Ch 1 and 2
Spring 1	Fiction: The Princess and the Pea Non-Fiction: Materials (vocab book)	Fiction: The Three Little Pigs Non-Fiction: Instructions – How we made our toy	Seasons • The Seasons • Winter Fairy Narratives • Never Try to Trick a Fairy • A Fairy Poem Explorers • Bella and the Balloon • Explorer Kit	Predators The Barn Owl The Beast Habitats Woodland Habitats Rainforest Tree Coasts What is a coast? Jack's Holiday	Climate Change • What is Climate Change? • Be like a hummingbird Robots • Lost and Alone • Butler Bot Deserts • Icy Deserts • The Sahara	Deep Sea Creatures • Record Breakers • Cephalopods The Human Body • Digestion • Bodily Bits and Bobs Bees • How is Honey Made? • Inside the Hive: A Barry the Beetle Podcast	Space Dragon Roars into Space The Moon Eco-Global Warming Dear Humans Formal Letter Sci-Fi The Depths Transformation	Adventure Stories • Treehouse Wars • Adrift Electricity • Building a generator • Michael Farriday Ancient China • Shang Dynasty • Wall of China
Spring 2	Fiction: Jaspers Beanstalk Non-Fiction: Plants	Fiction: Jack and the Beanstalk Non-Fiction: Growing Plants	Gardens and Plants Garden Poem Garden Diary Birds What are Birds? Birds that can't fly Weather Wonderful weather Weather Weather	British Royalty Memorable Monarchs Trooping the Colour Significant Individuals Charles Darwin David Attenborough Hot and Cold Places Coldest Places on Earth Hottest Places on Earth	Forces and Magnetism Friction Gravity The Stone Age Skara Brae The Stone Age The Iron Age All About the Iron Age Hillforts	States of Matter Changing States Solid, Liquid or Gas The Romans What did the Romans do for us. Roman Infograph Stories with a Past The Three Bears Humpty Dumpty	Cartoons Cartoon Characters Important People Animals Extreme Survivors Rewilding Britain Shakespeare William Shakespeare The Globe Theatre	Biographies Marcus Rashford Usain Bolt Evolution What is Evolution? Charles Darwin Untold Stories A Delightful Step Sister An Unhappy Mum
Summer 1	Fiction: The Billy Goat's Gruff Non-Fiction: People Who Help Us	Fiction: Zog and the Flying Doctors by Julia Donaldson Non-Fiction: People Who Help Us	Transport Transport in the Rails Transport on the Roads Safari Going on Safari The Big 5 Bible Stories Noah's Ark The Good Samaritan	Activists Greta Thunberg Martin Luther King Growing Plants Parts of a Plant What do Plants Need to Grow Looking After Ourselves Feelings Being Active	Arts and Artists <ul> <li>Impressionism</li> <li>Jackson and Pollock</li> </ul> <li>Plants <ul> <li>Parts of a Flower</li> <li>Varieties of Plants</li> </ul> </li> <li>Adventure Stories <ul> <li>The Adventures of Todd Pawsworth</li> <li>A Branch in Time</li> </ul> </li>	Rivers • River Talk • Parts of a River • Rivers of the World • The Amazon River Bullying • What is Bullying? • A Stolen Pencil	The Blue Dragon Chapter 1 Chapter 2 Migration Human Migration Different Types of Migration World War II Evacuee Letter Diary of a Soldier	Persuasive Texts • Restaurant Review • Letter to the Head Teacher • Visit Edinburgh Volcanoes • Volcanoes • Record Breakers
Summer 2	Fiction: Little Red Riding Hood	Fiction: Hansel and Gretel Non-Fiction: Recycling	The Earth • What is the Earth?	Nursery Rhymes Narrative • Hey Diddle Diddle	Ancient Egypt • On a Mission	Ancient Greece • Ancient Greece	Prediction Focus <ul> <li>The Cup Final</li> </ul>	The Summer Holiday Detective Agency

	Non-Fiction: Instructions 'How to clean your teeth'/ Healthy Body Book		<ul> <li>Hot Places</li> <li>Dragons</li> <li>Dragons Life</li> <li>A Dragon's Life</li> <li>The Seaside</li> <li>Things at the Seaside</li> <li>A Seaside Diary</li> </ul>	<ul> <li>Hickory Dickory Dock</li> <li>Parables of Jesus         <ul> <li>The Prodigal Son</li> <li>The Two Builders</li> </ul> </li> <li>Castles         <ul> <li>Who Lived in a Castle?</li> <li>The Sword in the Stone</li> </ul> </li> </ul>	<ul> <li>Cleopatra</li> <li>Egyptian Gods</li> <li>Mummify a Tomato</li> <li>Light</li> <li>What is Light?</li> <li>The Eye</li> </ul>	<ul> <li>Famous Greeks</li> <li>Electricity         <ul> <li>How Electricity</li> <li>Works</li> <li>Uses of Electricity</li> </ul> </li> <li>Persuasive Texts         <ul> <li>Persuasive Letter</li> <li>Visit Warwickshire</li> </ul> </li> </ul>	<ul> <li>The Magician</li> <li>Letters</li> <li>Thank You Letter</li> <li>Letter of Application</li> <li>Cornwall</li> <li>Cornwall</li> <li>Castles</li> </ul>	<ul> <li>Chapter 1</li> <li>Chapter 2</li> <li>Chapter 3</li> <li>Chapter 4</li> <li>Chapter 5</li> </ul>
				Writ	ting			
Autumn 1	Only one me by Linda Kranz Goldilocks and The Three Bears	The Ugly Duckling Transport	When I am By Myself Little Red Riding Hood Our Trip into the Woods Song of the Sea	Desk Diddler The Marvellous Fluffy Squishy Itty Bitty Big Cats	Autumn is Here Secret of Black Rock The Street Beneath my Feet Wolves in the Wall	Still I Rise The Iron Man The Stroodle The Lost Thing	The Highwayman The Fantastic Flying Books of Mr Morris Lessmore Kick The Present	The Hope-O-Potomus Varmints Goldilocks Thornhill
Autumn 2	Little Red Hen The Christmas Story	The Gingerbread Man Christmas writing	Firework Night Seasons Pinocchio	George and the Dragon Meerkat Christmas My Christmas Star	Flood How to Grow a Strong Mind The True Story of the 3 Little Pigs	Charlie and the Chocolate Factory A Balanced Argument on National Parks Farther	Cosmic Hatshepsut The Snowman	The Arrival A Letter to Mr Scrooge A Monster Calls
Spring 1	The Princess and the Pea That's not my	The Three Little Pigs Toys	The Queen's Hat Ice Planet If All The World	The Owl Who Was Afraid of the Dark How to Make a Bird Feeder Lighthouse Keepers Lunch	George's Marvellous Medicine How a Robot Dog Works Star in the Jar	The Whale Digestion Feast	One Small Step Plastic Pollution The Nowhere Emporium	Kensuke's Kingdom Greta Speech The Firework Maker's Daughter
Spring 2	Jasper's Beanstalk The Very Hungry Caterpillar	Jack and the Beanstalk Growing plants	The Flower First Book of Birds The Storm Whale	A Lion in Paris This is How We Do It Milo Imagines the World	How to Heal a Broken Wing Skara Brae Stone Age Boy	The Boy, The Mole, The Fox and The Horse Holiday Brochure Bike Boy	Gorilla Emperor Penguins Macbeth	Window The Origin of the Species Hansel and Gretel
Summer 1	The Billy Goat's Gruff People who help us	Zog and the flying doctors People who help us	The Train Ride On Safari Grandad's Island	If I were in Charge of the World Plants Friendship Bench	The Colour Collector The Gardener Wisp – A World of Hope	The River Once Upon a Raindrop The BFG	The Malfeasance Refugees Rose Blanche	Tyger Everest
Summer 2	Little Red Riding Hood Instructions	Hansel and Gretel Recycling	Wombat Goes Walkabout How to Grow a Unicorn Grandad's Camper	After the Fall Malala's Magic Pencil George and the Dragon	The Egyptian Cinderella Light and Dark Inside the Pyramid	Arthur and the Golden Rope Tesla The Princess and the Pea	Lights on Cotton Rock David Attenborough Zoo	Paperman Anglo-Saxon Speech The Journey
				Mat	hs			
Autumn	Colour Matching Sorting Number 1 Number 2 subitising Number 2 Pattern 1 Pattern 2	Getting to know you Match, sort and compare Talk about measure and patterns It's me 1,2,3 Circles and triangles 1,2,3,4,5 Shapes with 4 sides	Place value within 10 Addition and subtraction within 10 Shape Active Maths – measurements, time and shape	Place value Addition and subtraction Properties of Shape Active Maths – measurements, time and shape, length, height and temperature	Place value Addition and subtraction Multiplication and division A	Place value Addition and subtraction Area Multiplication and division A	Place value Addition and subtraction Multiplication and division Fractions A	Place value Addition, subtraction, multiplication and division Fractions A and B Converting units
Spring	Number 3 subitising Number 3 Number 4 Number 4 composition Number 5 Number 5 Number 6 Height and length Mass Capacity	Alive in 5 Mass and capacity Growing 6,7,8 Length, height and time Building 9 and 10 Explore 3-D shapes	Place value within 20 Addition and subtraction within 20 Place value within 20 Length and height Active Maths – measurements, time and shape Mass and volume	Money Multiplication and division Length and height Mass, capacity and temperature Active Maths – measurements, time and shape, length, height and temperature	Multiplication and division B Length and perimeter Fractions A Mass and capacity	Multiplication and division B Length and perimeter Fractions Decimals A	Multiplication and division B Fractions B Decimals and percentages Perimeter and area Statistics	Ratio Algebra Decimals Fractions, decimals and percentages Measuring: Converting units Perimeter, area and volume Statistics

Summer	Sequencing	To 20 and beyond	Multiplication and division	Fractions	Fractions B	Decimals B	Shape	Shape
	Positional language	How many now?	Fractions	Time	Money	Money	Position and direction	Position and direction
	More than/fewer	Manipulate, compose and	Position and direction	Statistics	Time	Time	Decimals	Problem solving
	2D shapes	decompose	Place value to 100	Position and direction	Shape	Shape	Negative numbers	Maths investigations
		-		Active Maths –	Statistics	Statistics	Converting units	Platins investigations
	3D shapes	Sharing and grouping	Money		Statistics		-	
	Number composition	Visualise, build and map	Time	measurements, time and		Position and direction	Volume	
	What comes after?	Make connections	Active Maths –	shape, length, height and				
	Numbers to 5		measurements, time and shape	temperature				
<b>A</b>	Fi tot			Sciend	ce			
Autumn 1	Senses	Senses	Animals including	Living things and their	Scientific Enquiry	Living Things and their	Properties of Materials	Living Things and their
	(Identifying own senses)	(Use our senses in the environment)	Humans – All about me	habitats		Habitats		Habitats
utumn 2	Weather and Seasons	Weather and Seasons	Seasonal Changes	Uses of everyday materials	Rocks	Conservation	Forces	Electricity
	(Autumn and Winter)	(How the change affects	(Autumn)					
		us. What is different?	Animals including					
		Hibernation)	Humans – All about					
			animals					
Spring 1	Materials	Forces and machines	Everyday Materials	Animals including humans	Animals inc. Humans	Animals inc. Humans	Earth and Space	Light
	(How things work)	things work) (How things work,		(life cycle)				
		mechanisms and						
		structure)	Seasonal Changes					
			(Winter)					
Spring 2	Weather and Seasons	Plants	Plants	Plants	Forces and Magnets	States of Matter	Animals inc. Humans	Animals inc. Humans
	(Spring and Summer)	New plants, new life, life	Seasonal Changes					
	(opinig and ourniner)	cycles, keeping safe.	(Spring)					
Summer 1	Health and Safety	Health and Safety	Everyday Materials	Plants	Plants	Sound	Changes of Materials	Evolution and Inheritanc
	-							
Summer 2	Our body (Healthy eating, oral	Looking after the environment	Seasonal Changes	Animals including humans	Light	Electricity	Living things and their	Looking after the
		environment	(Summer)	(growth)			habitats	environment
	health)	environment	(Summer)				habitats	environment
			(Summer)		ing		habitats	environment
			(Summer)		ing		habitats	environment
		environment	(Summer)	Comput	ing		habitats	environment
	health)			Comput				environment
	health) Following instructions 1	Programming 1: All about	Programming 1:	Comput Programming 1:	Programming 1: Scratch	Programming 1: Further	Computing systems and	
	health) Following instructions 1 Computing through			Comput		Programming 1: Further Scratch		Computing systems and
	health) Following instructions 1	Programming 1: All about	Programming 1:	Comput Programming 1:			Computing systems and	Computing systems and networks
Autumn 1	health) Following instructions 1 Computing through	Programming 1: All about instructions Computing through	Programming 1: Algorithms unplugged Bee-Bots	Comput Programming 1:		Scratch	Computing systems and networks 1: Search Engines	Computing systems and networks
Autumn 1	health) Following instructions 1 Computing through	Programming 1: All about instructions	Programming 1: Algorithms unplugged	Comput Programming 1:			Computing systems and networks 1: Search	Computing systems and
Autumn 1 Autumn 2	health) Following instructions 1 Computing through	Programming 1: All about instructions Computing through	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving	Comput Programming 1:		Scratch Computing systems and networks: collaborative	Computing systems and networks 1: Search Engines Programming 1: Music	Computing systems and networks
Autumn 1 Autumn 2	health) Following instructions 1 Computing through continuous provision	Programming 1: All about instructions Computing through continuous provision Programming 2:	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills	Programming 1: Algorithms and Debugging	Programming 1: Scratch	Scratch Computing systems and networks: collaborative learning	Computing systems and networks 1: Search Engines Programming 1: Music Scratch	Computing systems and networks
Autumn 1 Autumn 2	health)Following instructions 1 Computing through continuous provisionFollowing instructions 2 Computing through	Programming 1: All about instructions Computing through continuous provision Programming 2: Programming Bee-Bots	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to	Computing systems and networks 1: What is a	Programming 1: Scratch Computing systems and	Scratch Computing systems and networks: collaborative learning Creating Media: Website	Computing systems and networks 1: Search Engines Programming 1: Music Scratch	Computing systems and networks
Autumn 1 Autumn 2 Spring 1	health) Following instructions 1 Computing through continuous provision Following instructions 2	Programming 1: All about instructions Computing through continuous provision Programming 2: Programming Bee-Bots Computing through	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to the moon	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer?	Programming 1: Scratch Computing systems and networks: Networks 1	Scratch Computing systems and networks: collaborative learning Creating Media: Website design	Computing systems and networks 1: Search Engines Programming 1: Music Scratch Data handling: Mars Rover 1	Computing systems and networks
Autumn 1 Autumn 2 Spring 1	health)Following instructions 1 Computing through continuous provisionFollowing instructions 2 Computing through	Programming 1: All about instructions Computing through continuous provision Programming 2: Programming Bee-Bots	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer? Programming 2:	Programming 1: Scratch Computing systems and networks: Networks 1 Computing systems and	Scratch Computing systems and networks: collaborative learning Creating Media: Website design Programming 2:	Computing systems and networks 1: Search Engines Programming 1: Music Scratch	Computing systems and networks
Autumn 1 Autumn 2 Spring 1	health)Following instructions 1 Computing through continuous provisionFollowing instructions 2 Computing through	Programming 1: All about instructions Computing through continuous provision Programming 2: Programming Bee-Bots Computing through	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to the moon	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer? Programming 2: Introduction to block	Programming 1: Scratch Computing systems and networks: Networks 1	Scratch Computing systems and networks: collaborative learning Creating Media: Website design	Computing systems and networks 1: Search Engines Programming 1: Music Scratch Data handling: Mars Rover 1	Computing systems and networks
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Autumn 1 Autumn 2 Spring 1 Spring 2	health)         Following instructions 1         Computing through         continuous provision         Following instructions 2         Computing through         continuous provision         Simple instructions for	Programming 1: All about         instructions         Computing through         continuous provision         Programming 2:         Programming Bee-Bots         Computing through         continuous provision	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to the moon Programming 2: Bee-Bots Creating Media: Digital	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer? Programming 2: Introduction to block coding Creating Media: Stop	Programming 1: Scratch Computing systems and networks: Networks 1 Computing systems and networks 2: emailing Creating Media: Video	Scratch Computing systems and networks: collaborative learning Creating Media: Website design Programming 2:	Computing systems and networks 1: Search Engines Programming 1: Music Scratch Data handling: Mars Rover 1 Programming 2: Micro: bits Creating Media: Stop	Computing systems and networks Data Handling: Big data
Autumn 1 Autumn 2 Spring 1 Spring 2	health)         Following instructions 1         Computing through         continuous provision         Following instructions 2         Computing through         continuous provision         Simple instructions for         Bee-Bots	Programming 1: All about         instructions         Computing through         continuous provision         Programming 2:         Programming Bee-Bots         Computing through         continuous provision         Computing systems and         networks 1: Using a	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to the moon Programming 2: Bee-Bots	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer? Programming 2: Introduction to block coding	Programming 1: Scratch Computing systems and networks: Networks 1 Computing systems and networks 2: emailing	Scratch Computing systems and networks: collaborative learning Creating Media: Website design Programming 2: Computational thinking	Computing systems and networks 1: Search Engines Programming 1: Music Scratch Data handling: Mars Rover 1 Programming 2: Micro: bits	Computing systems and networks Data Handling: Big data
Autumn 1 Autumn 2 Spring 1 Spring 2 Summer 1	health)         Following instructions 1         Computing through         continuous provision         Following instructions 2         Computing through         continuous provision         Simple instructions for         Bee-Bots         Computing through	Programming 1: All about         instructions         Computing through         continuous provision         Programming 2:         Programming Bee-Bots         Computing through         continuous provision         Computing systems and         networks 1: Using a         computer	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to the moon Programming 2: Bee-Bots Creating Media: Digital	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer? Programming 2: Introduction to block coding Creating Media: Stop	Programming 1: Scratch Computing systems and networks: Networks 1 Computing systems and networks 2: emailing Creating Media: Video	Scratch Computing systems and networks: collaborative learning Creating Media: Website design Programming 2: Computational thinking	Computing systems and networks 1: Search Engines Programming 1: Music Scratch Data handling: Mars Rover 1 Programming 2: Micro: bits Creating Media: Stop	Computing systems and networks Data Handling: Big data
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Autumn 1 Autumn 2 Spring 1 Spring 2	health)         Following instructions 1         Computing through         continuous provision         Following instructions 2         Computing through         continuous provision         Simple instructions for         Bee-Bots         Computing through	Programming 1: All about         instructions         Computing through         continuous provision         Programming 2:         Programming Bee-Bots         Computing through         continuous provision         Computing systems and         networks 1: Using a         computer	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to the moon Programming 2: Bee-Bots Creating Media: Digital Imagery	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer? Programming 2: Introduction to block coding Creating Media: Stop Motion	Programming 1: Scratch Computing systems and networks: Networks 1 Computing systems and networks 2: emailing Creating Media: Video trailers	Scratch         Computing systems and         networks: collaborative         learning         Creating Media: Website         design         Programming 2:         Computational thinking         Skills showcase: HTML	Computing systems and         networks 1: Search         Engines         Programming 1: Music         Scratch         Data handling: Mars Rover         1         Programming 2: Micro: bits         Creating Media: Stop         Motion Animation	Computing systems and networks Data Handling: Big data
Autumn 1 Autumn 2 Spring 1 Spring 2	health)         Following instructions 1         Computing through         continuous provision         Following instructions 2         Computing through         continuous provision         Simple instructions for         Bee-Bots         Computing through	Programming 1: All about         instructions         Computing through         continuous provision         Programming 2:         Programming Bee-Bots         Computing through         continuous provision         Computing systems and         networks 1: Using a         computing through	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to the moon Programming 2: Bee-Bots Creating Media: Digital	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer? Programming 2: Introduction to block coding Creating Media: Stop	Programming 1: Scratch Computing systems and networks: Networks 1 Computing systems and networks 2: emailing Creating Media: Video	Scratch Computing systems and networks: collaborative learning Creating Media: Website design Programming 2: Computational thinking	Computing systems and networks 1: Search Engines Programming 1: Music Scratch Data handling: Mars Rover 1 Programming 2: Micro: bits Creating Media: Stop	Computing systems and networks Data Handling: Big data
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Autumn 1 Autumn 2 Spring 1 Spring 2 Summer 1	health)         Following instructions 1         Computing through         continuous provision         Following instructions 2         Computing through         continuous provision         Simple instructions for         Bee-Bots         Computing through	Programming 1: All about         instructions         Computing through         continuous provision         Programming 2:         Programming Bee-Bots         Computing through         continuous provision         Computing systems and         networks 1: Using a         computer         Computing through         continuous provision         Computing systems and         networks 2: Exploring	Programming 1: Algorithms unplugged Bee-Bots Computing systems and networks: Improving Mouse Skills Skills showcase: Rocket to the moon Programming 2: Bee-Bots Creating Media: Digital Imagery Data handling:	Programming 1: Algorithms and Debugging Computing systems and networks 1: What is a computer? Programming 2: Introduction to block coding Creating Media: Stop Motion	Programming 1: Scratch Computing systems and networks: Networks 1 Computing systems and networks 2: emailing Creating Media: Video trailers Data handling:	Scratch         Computing systems and         networks: collaborative         learning         Creating Media: Website         design         Programming 2:         Computational thinking         Skills showcase: HTML         Data handling:	Computing systems and networks 1: Search Engines Programming 1: Music Scratch Data handling: Mars Rover 1 Programming 2: Micro: bits Creating Media: Stop Motion Animation	Computing systems and networks Data Handling: Big data Computing systems and networks: Exploring Al Programming: Intro to

			Pł	nysical E	ducatior	ן		
Autumn 1	Master basic movements Introduction to PE - Fundamentals/ Fitness	Master basic movements Introduction to PE: - Fundamentals/ Fitness	Master basic movements Fundamentals – Pirate Fitness Master basic movements Invasion Games - Ball skills	Master basic movements Gymnastics Participate in team games Invasion Games - Ball skills	Dance: Greatest Showman (Full of Beans) Competitive games: Qwik Cricket	Dance: Eco Warrior Dance (Full of Beans) Competitive games: Football	Develop flexibility, strength, technique, control and balance: Gymnastics (Full of Beans) Competitive games: Basketball	Develop flexibility, strength, technique, control and balance: Gymnastics (Full of Beans) Competitive games: Football
Autumn 2	Master basic movements Fundamentals: Multiskills	Master basic movements Fundamentals: - Multiskills	Perform dances using simple movement patterns Dance – Olympic Dance Participate in team games Invasion Games - Ball games	Perform dances using simple movement patterns Dance – Winter Dance Participate in team games Cricket	Develop flexibility, strength, technique, control and balance: Gymnastics (Full of Beans) Competitive games: Tag Rugby	Competitive games: Quidditch Competitive games: Handball (Full of Beans)	Develop flexibility, strength, technique, control and balance: Fitness/Multi-skills Competitive games: Dodge Ball (Full of Beans)	Swimming Both Classes Competitive games: Netball (Full of Beans
Spring 1	Master basic movements Gymnastics	Master basic movements Gymnastics	Master basic movements Gymnastics Participate in team games Invasion Games -Football	Master basic movements Yoga – Jungle Yoga Participate in team games Invasion Games –Ball games	Competitive game: Netball Develop flexibility, strength, technique, control and balance: Multi-skills (Full of Beans)	Develop flexibility, strength, technique, control and balance: Gymnastics (Full of Beans) Competitive games: Tag Rugby	Swimming Competitive games: Hockey (Full of Beans)	Competitive Sports: Tag rugby Outdoor and Adventurous: Orienteering (Full of Beans)
Spring 2	Perform dances using simple movement patterns Dance: Dinosaur dance	Perform dances using simple movement patterns Dance: Jungle dance	Master basic movements Fitness Master basic movements Yoga	Master basic movements Fitness – Pirate Fitness Participate in team games Invasion Games: Rugby	Develop flexibility, strength, technique, control and balance: Fitness Competitive games: Tennis (Full of Beans)	Competitive games: Qwik Cricket Develop flexibility, strength, technique, control and balance: Fitness (Full of Beans)	Competitive games: Tennis Dance: The Greatest Showman (Full of Beans)	Competitive games: Quidditch (Full of Beans) Competitive games: Tri Golf
Summer 1	Participate in team games Invasion: Ball skills: First PE	Participate in team games Invasion: Ball skills: First PE	Participate in team games Net and Wall – Tennis Participate in team games Invasion Games- Rugby	Participate in team games Net and Wall- Tennis Master basic movements Multi skills	Competitive games: Football Outdoor and Adventurous OAA (Full of Beans)	Competitive games: Tennis (Full of Beans) Swimming	Develop flexibility, strength, technique, control and balance: Leadership (Full of Beans) Competitive games: Qwik Cricket	Dance: Martial Arts (Full of Beans) Competitive games: Rounders (Catch up swimming lessons)
Summer 2	Participate in team games Invasion Games: Enjoy a ball	Participate in team games Invasion Games: Enjoy a ball	Master basic movements Athletics Participate in team games Striking and Fielding – Kwick Cricket	Master basic movements Athletics Participate in team games Invasion Games: football	Develop flexibility, strength, technique, control and balance: Athletics/ Team Building (Full of Beans) Swimming	Develop flexibility, strength, technique, control and balance: Athletics (Ful of Beans) Team Building Games	Develop flexibility, strength, technique, control and balance: Athletics (Full of Beans) Team Building Games	Develop flexibility, strength, technique, control and balance: Athletics (Full of Beans) Team Building Games (Catch up swimming lessons)
Control Control				Art and	Design			
Autumn	Giving meaning to our marks.	Drawing: Marvellous Marks Mark making with wax crayons, felt tips and chalk.	Experiment with marks made by a variety of tools and media. Explore use of line, shape and colour.	Begin to look at light, dark and shadows, focussing on shape and tone, when drawing animals.	Drawing Exploring techniques when using pencil grades and charcoal: lines, textures, tones, shapes	Drawing of still life, everyday objects, using perspective and the effect of light/shadows on a surface.	Drawing Designers of clothes.	Drawing Architects Line, technical drawing and perspective.

Art and Design
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Autumn	Giving meaning to our	Drawing: Marvellous	Experiment with marks	Begin to look at light, dark	Drawing	Drawing of still life,	Drawin
	marks.	Marks	made by a variety of tools	and shadows, focussing	Exploring techniques	everyday objects, using	Design
		Mark making with wax	and media. Explore use of	on shape and tone, when	when using pencil grades	perspective and the effect	
		crayons, felt tips and	line, shape and colour.	drawing animals.	and charcoal: lines,	of light/shadows on a	
		chalk.			textures, tones, shapes	surface.	

		Observational pencil			and pattern.			
		drawings. Drawing faces and drawing faces in colour.						
Spring	Exploring colour mixing	Painting and mixed media: Paint my world Finger painting, outdoor painting, painting to music, collage and transient art. Landscape collage.	Observational painting of flowers and leaves. Naming primary and secondary colours- choosing appropriate brushes.	Seasonal Colour Painting. Mixing secondary colours and making tints and tones to create seasonal colours.	Stone and Cave art. Earth colours/colour mixing/ block printing. Earthy colours/brush strokes/background using a wash.	Painting Creating a variety of colours. Creating mood	Printing Wallpaper-repeated patterns	Painting Painting inspired by Ian Fennelly. Colour mixing, techniques
Summer	Adding materials to our drawings	Sculpture Clay, playdough, 3D landscape art. Designing animal sculptures, creating animal sculptures and painting animal sculptures.	Weaving, papers, fabrics, materials. (Linked to materials properties Science)	Art in nature	(Antony Gormley) Shape focus with clay	Seascapes Drawing and painting developed into collage / batik / felt making.	Wire tin foil model with shadow (linking to Y3 + 6 science)	Painting Painting inspired by Ian Fennelly. Colour mixing, techniques
			Des	sign Tech	nology			
Autumn	Junk Modelling – joining materials	Hibernation Boxes	Wheels & Axles (Mechanisms)	Fairground Wheels (Mechanisms)	Eating seasonally (Cooking and Nutrition)	Fastenings (Fastenings)	Bridges (Structures)	Come Dine With Me (Cooking and Nutrition)
Spring	Kitchen Disco	Rainbow Salad	Smoothies (Cooking and Nutrition)	Healthy Wraps (Cooking and Nutrition)	Pneumatic toys (Mechanical Systems)	Adapting A Recipe (Cooking and Nutrition)	What Could Be Healthier? (Cooking and Nutrition)	Automata Toys (Mechanical Systems)
Summer	Rainmakers & Shakers	Rocket to the Moon	Windmills (Structures)	Pouches (Textiles)	Pavilions (Structures)	Torches (Electrical Systems)	Stuffed Toys (Textiles)	Steady Hand Game (Electrical Systems)
				Geogr	aphy			
Autumn	Exploring maps (Daily life/My home- different kinds of homes/Places in our school/Seasons/Simple maps,directions,routes)	Exploring maps (Features/local environment/home vs other countries/simple mapping skills of local area)	What is it like here?	Would you prefer to live in a hot or cold place?	Why do people live near volcanoes?	Why are rainforests important to us?	What is life like in the Alps?	Why does population change?
Spring	Outdoor adventures (Collect different materials/Use senses to explore different areas/seasons/Simple routes and directions around our school grounds)	Outdoor adventures (Natural world around us/recognise some environments that are different/Talk about different materials/Focus on local environment)	What is the weather like in the UK?	Why is our world wonderful?	Who lives in Antarctica?	Where does our food come from?	Why do oceans matter?	Where does our energy come from?
Summer	Around the world (Life is different to other children/ There are different countries/ features of their home)	Around the world (Countries in the UK/Contrast and compare homes/Physical and human features)	What is it like to live in Shanghai?	What is it like to live by the coast?	Are all settlements the same?	What are rivers and how are they used?	Would you like to live in the desert?	Can I carry out an independent fieldwork enquiry?
J.				Hist	ory			
Autumn	Changes in my lifetime, my parent's lifetime (and grandparents) – car, bike, jobs, toys.	Changes in my lifetime, my parent's lifetime (and grandparents) – car, bike, jobs, toys.	Changes within living memory Transport (up to 100 years) You parents and Grandparents	The lives of significant individuals in the past who have contributed to national and	Locality study- Railways and mining- How Newton Le Willows grew Why was the railway built through NLW?	<b>Locality study</b> - The battle of Britain Transport link- Air	<b>Locality study</b> - The battle of the Atlantic Transport link- sea	The Viking and Anglo- Saxon struggle for the Kingdom of England to the time of Edward the Confessor (Rule)

				international				
				achievements Events				
				beyond living memory				
				Locality				
				George Stephenson- the				
				Rocket				
Spring	New, newer, newest	New, newer, newest	The lives of significant	The lives of significant	Changes in Britain –	The Roman Empire and	Britain's settlement by	Local enquiry- St. Helen's
			individuals in the past	individuals in the past	stone age to iron age	its impact on Britain	Anglo-Saxons and Scots	glass, mining, Vulcan
			who have contributed to national and	who have contributed to	(rule, trade	(Rule, Transport)	(Rule)	factory
				national and				
			international	international				
			achievements	achievements				
			(King Charles and Queen Elizabeth) the impact they	Kings and Queens over time,				
			had	More in depth study of ou	r			
			IIau	history (Succession)				
Summer	Old, Older, Oldest	Old, Older, Oldest	The lives of significant	Events beyond living	Achievements of earlier	Ancient Greece (Rule)	A non-European society	Study of an aspect or
Summer	Old, Older, Oldest	Old, Oldel, Oldest	individuals in the past	memory	civilisations (Study of		which provides contrast	theme of British history,
			who have contributed to	The Titanic	Egypt)		with British history- The	extend knowledge
			national and		(Rule)		Mayans(Rule)	beyond 1066
			international		(nuc)			How would you rule?
			achievements					
			Events beyond living					
			memory					
			Transport- The Wright					
			Brothers the first flight					
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Autumn 1	Learning new rhymes and	Me	Hey you!	Wider opportunities via	St Let Your Spirit Fly	Wider opportunities via St	Livin' on a prayer	Нарру
Autumn 2	developing listening skills.			Helens Music Service		Helens Music Service -	Glockenspiels Stage 1	Classroom Jazz
Spring 1	Identifying sounds around	Everyone	In the groove	ukulele lessons	Three Little Birds	brass lessons	Make you feel my love	A New Year Carol
Spring 2	us and learning new songs.				The Dragon Song		The Fresh Prince of Bel Air	You've Got A Friend
Summer 1	Exploring different and new	Our World	Your imagination	1	Bringing us Together		Dancing in the street	Y6 production
Summer 2	musical instruments.		_		Recorder Course		Reflect, Rewind and	Reflect, Rewind and
							Replay	Replay
				10				
			landua	idde (Sn	anich			
			Langua	iges (Sp	anisij			
Autumn					A New Start	Welcome to school	My school, my subject Time	Everyday Life
,					Calendar and Celebrations		in the city	Where I live, where you live
						My local area, your local		
						area		
Spring					Animals	Family tree	Healthy eating - going to	Playing and Enjoying Sport
					Carnival colours and	Faces	market	At the Funfair, my favourite
					playground games	Celebrating carnival	Clothes, colours, fashions	things
						Body parts	show	
Summer					Breakfast, fruit and a	Feeling unwell	Out of this world	Café Culture and
					hungry giant	Jungle animals	At the seaside	Restaurants
					Going on a picnic	The weather/ Ice cream		Performance Time
								Transition
					1			
$\langle \downarrow   \downarrow \rangle$				Equa	ality			
				Lyu	ancy			
Autumn 1	Parent workshop and staff	Parent workshop and staff	Parent workshop and staff	Parent workshop and stat		f Parent workshop and staff	Parent workshop and staff	Parent workshop and staff
	updates	updates	updates	updates	updates	updates	updates	updates
Autumn 2	Introduction to Equality	Introduction to Equality	To like the way I am	To understand what	To understand how	To know when to be	To learn from our past	To promote diversity
				l diversity is	l difference can affect			
				diversity is	difference can affect someone	assertive		

Spring 1	Celebrate Differences	Celebrate Differences	To play with boys and girls	To understand how we	To understand what	To understand why people	To justify my actions.	To stand up to
				share the world	'discrimination' means	choose to get married		discrimination
Spring 2	Respect and Inclusion	Respect and Inclusion	To recognise that people are different ages	To understand what makes someone feel proud	To find a solution to a problem	To overcome language as a barrier	To recognise when someone needs help.	To challenge the causes of racism
Summer 1	Understanding Fairness	Understanding Fairness	To understand that our bodies work in different ways	To feel proud of being different	Use strategies to help someone who feels different	To ask questions	To appreciate artistic freedom	To consider how my life may change as I grow up
Summer 2	Empathy and Understanding / Building a community	Empathy and Understanding / Building a community	To understand we share the world with lots of people	To be able to work with everyone in my class	To be welcoming	To be who you want to be	To accept people who are different from me	To recognise my freedom
				RSHE				
				Journey in Love TenTen: Life to the				
<ul> <li>A Parent</li> <li>1 workshop and staff updates</li> </ul>	Parent workshop and staff updates	Parent workshop and staff updates	Parent workshop and staff updates	Parent workshop and staff updates	Parent workshop and staff updates	Parent workshop and staff updates	Parent workshop and staff updates	Parent workshop and staff updates
A Anti bullying week Remembra nce Day Diabetes Day	JIL – Social and Emotional Handmade with love	JIL – Social and Emotional Handmade with love	JIL – Social and Emotional Let the children come God loves you	JIL – Social and Emotional Let the children come	JIL – Social and Emotional Get up! The Sacraments Jesus, my friend	JIL – Social and Emotional Get up!	JIL – Social and Emotional Calming the storm God is calling you	JIL – Social and Emotional Calming the storm Gifts & talents
<ul> <li>S Children's</li> <li>p Mental</li> <li>1 Health week Internet Safety Day</li> </ul>	JIL – Physical Role model	JIL – Physical I am me Head, shoulders, knees and toes	JIL – Physical Special people Treat others well and say sorry	JIL – Physical I am unique Girls and boys Clean and healthy (My body)	JIL – Physical Family, friends and others When things feel bad Sharing online Chatting online	JIL – Physical We don't have to be the same Respecting our bodies What is puberty? Changing bodies	JIL – Physical Under pressure Do you want a piece of cake? Self-talk Cyberbullying	JIL – Physical Girls' bodies Boys' bodies Spots and sleep Body image
<ul> <li>S World</li> <li>p Kidney Day</li> <li>2 Inspiration al people</li> </ul>	JIL – Spiritual Who's who? You've got a friend in me Forever friends	JIL – Spiritual I like, you like, we all like! All the feelings Let's get real	JIL – Spiritual Good and bad secrets Physical contact Harmful substances	JIL – Spiritual Feelings, likes and dislikes Feeling inside out Super Susie gets angry	JIL – Spiritual Safe in my body Drugs, alcohol and tobacco First aid heroes	JIL – Spiritual What am I feeling? What am I looking at? I am thankful	JIL – Spiritual Sharing isn't always caring Types of abuse Impacted lifestyles	JIL – Spiritual Peculiar feelings Emotional changes Seeing stuff online
<ul> <li>S World Fair</li> <li>u Trade Day</li> <li>1 National</li> <li>Smile</li> <li>Month</li> </ul>	What is the internet? Playing online Safe inside and out My body, my rules Feeling poorly	Growing up New people, new places	Can you help me? (Part 1) Can you help me? (Part 2)	The cycle of life Beginnings and endings Change is all around Real life online	Rights and responsibilities A community of love What is the Church?	Life cycles A time for everything Big changes, little changes	Making good choices Giving assistance	Making babies part 1 & 2 Menstruation Hope beyond death Coping with changes
<ul> <li>S Transition</li> <li>u Healthy</li> <li>2 Eating Week</li> </ul>	People who help us God is love Loving God, loving others Me, you, us	Me, you, us When I grow up Money doesn't grow on trees	Three in one Who is my neighbour? The communities we live in Who will I be?	Rules to help us Three in one Who is my neighbour? The communities we live in Needs and wants	How do I love others? Working together	A community of Love What is the Church? How do I love others? Money matters	The Holy Trinity Catholic Social Teaching Reaching out The world of work	Build others up The Holy Trinity Catholic Social Teaching Reaching out Money and Me