

	Africa	On the move	Toys	Famous people	Local area	Seaside
Year 1	AT1	AT2	SP1	SP2	Sum 1	Sum 2
English-	Handa's Surprise. Meerkat mail-postcards. Letters from Africa. The lion who wanted to love. We're going on a lion hunt.	Julia Donaldson-snail on a whale, room on a broom, smartest giant in town. {letter, news report} superworm. Non-fiction worms and snails.	Fairy tales-Red riding hood. 3 pigs.	Non-fiction make an information book.	Peace at last Rain shape poems.	The lighthouse keeper's lunch. Jack and the beanstalk. Seed/growing poems.
Maths	Place value, addition and subtraction, shape	Time, place value, addition and subtraction, length/height	Doubles/halves Multiplication/division fractions	Place value, addition/subtraction multiplication/division	Place value, addition/subtraction Consolidate shape 2D and 3D	Money, weight, volume.
Science	Animals inc humans- parts of body.	Forces push and pulls. Materials- magnets.	Materials-name and describe properties.	Materials-waterproof investigation.	Weather-light and shadows.	Plants {write instructions} bean diary
History		Christopher Columbus, Transport then and now.	Toys then and now.	Florence Nightingale-report writing.		Great Fire of London.
Geography	Continents, habitats, hot/cold countries.		Mountains and hills	North and South Pole comparisons.	Local area	Seaside towns
PE	Invasion games- African dance.	Invasion games-	Ball games	Net wall games	Under arm throwing	Athletics
DT	Make an animal finger puppet- write instructions.	Make a moving car Make a worm hotel- write instructions.	Thumatrope/ball and cup	Make a candle holder out of clay.	Make an outfit for teddy.	Make a lighthouse
Art	African patterns on a necklace. Silhoettes.	Famous artists	Weaving	Pointillism- George Suerat	Draw school	Observational drawings-plants, fruit, seeds.
Music	Exploring sound, African music, rhythm	Exploring duration	Pulse and rhythm.	Pitch	Instruments and symbols.	Exploring timbre, tempo, dynamics.

RE	Harvest/God and creation	Christmas	Jesus was special	Easter-New life	What is a saint?	Baptism- visit to St. Johns
Computing	Understand use of algorithms	Write and test simple programmes - Programme bee-bots to a set destination	Logical reasoning to predict behaviour of simple programs	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Recognise common uses of information technology beyond school	Use technology safely and respectfully. Internet safety etc.