

Year 1						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>English</b>	Labels, Lists, Captions Recounts Stories with Predictable Phrasing	Animal Fact Finding We Remember - Poetry Various Genre-Performance Poetry Nativity	Reports Narrative Contemporary Fiction Instructions	Building Poetry Stories with Predictable Phrasing Easter Story	Jubilee Poetry - Free Verse Reports - Historical Events Instructions	Traditional Tales Non-Chronological Reports Instructions Transition Week
<b>Maths</b>	Number: place Value within 10 Number: Addition Subtraction within 10 Geometry: shape Number Place value within 20		Number - addition and subtraction within 20 Number - Place Value within 50 Measurement - Length and height weight and volume		Number - multiplication and division Number - fractions Geometry - position and direction Number - place value within 100 Measurement - Time and Money	
<b>PE</b>	HIT CATCH RUN  GYM	SEND AND RETURN  DANCE	ATTACK AND DEFEND  GYM	RUN JUMP THROW  DANCE	ATHLETICS  ATTACK AND DEFEND	
<b>PSHE</b>	Being Me In My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
<b>RE</b>	How do we show we care for others?	Why does Christmas matter to Christians?	What makes some places significant and sacred to believers?	What is the good news Christians believe Jesus brings?	What do Christians believe God is like?	What do Muslims believe and how do they live?
<b>Music</b>	Hey You	Rhythm In The Way We Walk and Banana Rap	In The Groove	Round and And Round	Your Imagination	Reflect Rewind and Replay
<b>PROJECT</b>	<b>MEMORY BOX</b>	<b>PAWS AND CLAWS</b>	<b>MOON ZOOM</b>	<b>SCHOOL DAYS</b>	<b>BRIGHT LIGHTS BIG CITY</b>	<b>THE ENCHANTED WOODS</b>
<b>Driver subject</b>	 History	 Art and Design	 D & T	 History	 Geography	 Science
<b>Science</b>	Can you remember being small? Being a baby and learning to crawl? Do you recall a favourite toy, maybe a teddy bear or a favourite book? Look back at family photos of special occasions, perhaps holiday snapshots or a birthday or two.	Soft fur, sharp claws and twitching whiskers. What's your favourite animal? One that meows? One that barks? Or maybe one that scurries or slithers? From pets at home to animals in the zoo, let's find out what animals like to eat and where they like to sleep. Do you know how to look after a rabbit? A cat? Or even a snake? Find out how the elephant got his trunk and how the rhinoceros got his leathery skin. Perhaps you know how the dog got his waggy tail? Can you make a food chain to show who eats who? Who is a herbivore and who is a carnivore? When a gaggle of mysterious pets arrive at the local pet shop, it's up to you to take care of them. Feed them, clean them and discover their daily needs. After all that work, curl up and take a cat nap.	CRASH! What's that in the playground? Let's go outside and take a look. Stand back everyone – it looks like a UFO has crash landed. Find out who might have landed by exploring the craft and investigating scattered scientific specimens. Create a 'Welcome to Earth' box for an alien explorer. What can you put in it to help explain what life is like on our planet? Would you like to be an astronaut? You'll need a pretty sturdy spacecraft if you do. Start off small by making an air-propelled rocket. How far can you make it travel? Find out the names of the planets. There's Mercury, Neptune, Mars and – do you know any others? I've forgotten the rest. Then, an alien is found. Can you help get him home? It's got the experts in a right kerfuffle. Professor Pong	This project teaches children about their own school and locality, both today and in the past. They compare schooling in the Victorian era to their experiences today.	Put on your best outfit because you're invited to have tea with the Queen. Use your best manners and comb your hair, as one will not be amused if you don't! What do you know about England's capital city? Let's find out all about London, including its history, transport and famous landmarks. Step back in time and discover what happened in the Great Fire of London. Where did it start? How did it end? Create a model of the bakery on Pudding Lane, then burn it to the ground to recreate the Great Fire. Stand well back and watch how the flames spread. London's burning! London's burning! Fire, fire! Hang on, there's someone new in town. Plan a tour for Marley the Meerkat (he's come all the way from Zambia, you know) making sure he takes in all the sights and sounds of London before he finally meets his family at London Zoo. Are you ready for the bright lights of the big city? Hop in a black cab and enjoy the ride.	If you go down to the woods today you're in for a BIG surprise. Foxes and badgers, voles and mice, beady eyed owls in the swaying tree tops. Beneath the leaves are tiny footprints – animal or imp? You decide. Deciduous or evergreen? Can you match a leaf to its tree? Can you match a petal to its flower? Let's build a den, stick by stick and branch by branch. Or we could make a teeny tiny home for a woodland fairy. Then let's party down in the woods with Mr Fox and all his woodland friends. We'd better not get lost. Let's leave a trail of conkers as we go. At last, it's time to rest by the woodland fire, listening to stories and toasting our sweet, gooey
<b>History</b>	Remember a wedding or a christening and find a funny photo of your parents when they were young. Learn how to write a diary of days gone by and find out about the days before you were born: it's called history and it's all about the past. Then make a special box, a memory box, to keep special things safe. In years to come, you can revisit them and remember how you looked when you were young. Memories are special. Let's make some more.					
<b>Geography</b>						
<b>Art &amp; Design</b>						
<b>D&amp;T</b>						
<b>Computing</b>						
<b>MFL</b>						

Year 2						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>English</b>	Traditional Tales Recounts	Structure poetry Traditional Tales Instructions	Reports Narrative Recurring Language	Structure Poetry Explanation Narrative: Recurring Language	Jubilee Explanation Recounts	Narrative: Creation Myths Poetry Enrichment Transition
<b>Maths</b>	Number and Place Value Number - addition and subtraction Measurement - money		Number - multiplication and division Statistics Geometry - properties of shape Number - fractions		Measurement - length and height Geometry - position and direction Measurement - time Measurement - maths capacity and temperature	
<b>PE</b>	ATTACK AND DEFEND  GYM	HIT CATCH AND RUN  DANCE	HIT CATCH RUN  DANCE	SEND AND RETURN  RUN JUMP THROW	ATHLETICS  RUN JUMP THROW	KICK ROUNDERS  RUN JUMP THROW
<b>PSHE</b>	Being Me In My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
<b>RE</b>	Who is a Jew, what do they believe and how do they live?	How and why do we celebrate significant times and what makes some celebrations sacred to believers?	What can we learn from sacred books and stories?	Who is an inspiring person? What stories inspire Christian, Muslim and Jewish people?	How do we show we care for the earth and why does it matter?	

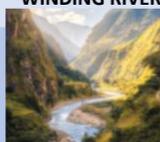
<b>Music</b>	Hands, Feet Heart	Ho Ho Ho	I Wanna Play in a Band	Zootime	Friendship Song	Reflect, Rewind and Replay
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PROJECT	MUCK, MESS & MIXTURES	LAND AHOY	MOVERS AND SHAKERS	SCENTED GARDEN	MAGNIFICENT MONARCHS	WIGGLE AND CRAWL
<b>Driver subject</b>	 Art & Design	 Geography	 History	 Science	 History	 Science
<b>Science</b>	Let's get messy. Muck and mess are good. In fact, they're marvellous. Dive in and get your hands and feet all sticky and covered in paint. Play with liquids, squish some dough and check out the slushiest and mushiest foods. Pour, mix, stir, splat. How does it feel to get your hands covered in goo? Make a wobbly jelly and draw with wibbly clay. Write recipes, instructions, riddles and poems – there are loads of scrummy words to describe messy mixtures. Work with paint and other squelchy stuff to create a new gallery space. What will you make? How will you arrange it? How will the gallery make you and your visitors feel? Don't worry about the mess – it'll always wash.	Yo ho, yo ho, it's a sailor's life for me. Get your sea legs on, it's time to sail the salty seas. Navigate, investigate and explore the world, just like Captain Cook. Make a boat, sink a ship, fly a pirate flag. Speak like a pirate, write like a poet, then weigh and measure a pirate's booty. How do rescues happen at sea? Find out about brave volunteers and young Miss Darling, rowing her boat across stormy seas. Sing a sea shanty whilst cleaning the poop deck, then search the school grounds for Captain Longbeard's hidden treasure. There's land ahead. Let's get this ship to port.	This project teaches children about historically significant people who have had a major impact on the world. They will learn to use timelines, stories and historical sources to find out about the people featured and use historical models to explore their significance.	Tiptoe through the tulips as your senses discover the blooming foliage and enchanting fragrances of flowers and herbs. Round and round the mulberry bush we go, planting bulbs and seeds, and then watch them grow beneath sunshine and showers. Explore the astounding world of the scented garden, but be careful, there are some wild and dangerous plants out there that do astonishing things. Don't touch them. Use the marvellous properties of plants, flowers and herbs to make an exceptional gift for somebody special. Everything is coming up roses. Why not grow your own?	This project teaches children about the English and British monarchy from AD 871 to the present day. Using timelines, information about royal palaces, portraits and other historical sources, they build up an understanding of the monarchs and then research six of the most significant sovereigns.	Grab your coat and pooter – we're going out and about on a minibeast hunt. Sweep your nets in ponds and lift up logs to see who's home. Then set up a minibeast laboratory and observe their every move. Add notes and labels and ask research questions, just like a real entomologist. Learn about bees and worms and butterflies too. Can you make a food chain to show who eats who? Carry out investigations to find out more, like how far a snail travels in a day and how a spider catches its prey. Then animate to show how your favourite bug transforms from one form to another, perhaps a caterpillar to a butterfly or a maggot to a fly. On your belly, legs at the ready, it's time to wriggle and crawl.
<b>History</b>						
<b>Geography</b>						
<b>Art &amp; Design</b>						
<b>D&amp;T</b>						
<b>Computing</b>						
<b>MFL</b>						

Year 3							
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
<b>English</b>	Traditional Tales/Fables Writing & Performing A Play Instructions	Structure - Limericks We Remember Friendship Adventure Stories	Structure: Haiku, Tanka, Kenning Traditional Tales	Explanation Adventure	Narrative: Jubilee	Roman Fable Myths Recounts	Persuasion Poetry Instructions Enrichment Transition
<b>Maths</b>	Number - place value Number - addition and subtraction Number - multiplication and division		Number - multiplication and division Measurement - money statistics Measurement - length and perimeter Number - fractions		Number - fractions Measurement - time Geometry - properties of shape measurement - mass and capacity		
<b>PE</b>	ORIENTEERING  DANCE	ATTACK AND DEFENCE  SWIMMING	MINOR GAMES  GYMNASTICS	HIGH FIVE  DANCE	ATHLETICS  TENNIS	STRIKING AND FIELDING  KWIK CRICKET	
<b>PSHE</b>	Being Me In My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me	
<b>RE</b>	Why do some people think that life is like a journey? How and why do people mark significant events of life?	What is the trinity and why is it important to Christians?	How do festivals and worship show what matters to a Muslim?	Why do Christians call the day Jesus dies Good Friday?	How and why do people try to make the world a better place?	What kind of world did Jesus want?	
<b>Music</b>	Let Your Spirit Fly	Glockenspiel Stage 1	Three Little Birds	The Dragon Song	Bring Us Together	Reflect, Rewind and Replay	

PROJECT	TRIBAL TALES	MIGHTY METALS	TREMORS	PREDATORS	EMPORERS AND EMPIRES	URBAN PIONEERS
<b>Driver subject</b>	 History	 Science	 Geography	 Science	 History	 Geography
<b>Science</b>	Take a moment to step outside and stand quietly and still. Turn off all your technology and try to forget the modern world. Imagine this place 5000 years ago. What would you have seen? Head back to prehistoric times to gather berries and hunt down dinner. Unearth ancient objects and visit astonishing mystical monuments that reveal the secrets of an ancient time. Learn how the people of Britain developed over thousands of years, from the Stone Age to the Roman invasion. Work as a tribe to build a seasonal monument to celebrate the coming of spring. Then sit quietly and reflect, waiting for the sunrise. What tribal tales will you have to tell? Linked text: <i>Stig of the Dump</i> – Clive King	You're an engineer, a scientist, a maker of men (iron men, of course). Explore the scientific world of forces and magnetism, metals and materials. Expand your mind as you test and trial, build and move. Which force is at play as you slide down a slide or swing on a swing? Can you explain why magnets repel and attract? Can you make a penny look shiny and new or build a steel band from pots and pans? Then, meet Hogarth the Iron Man's companion. The Iron Man wants a friend. Can you build him one? You must make him strong, sturdy and ready to rumble. If you were a metal, which one would you be? Gold, a shimmering, precious and costly mineral? Or steel, that strong and useful alloy? Maybe you're iron, malleable and easy to shape, but ready	Tremors. Overwhelming and mighty, Mother Nature's awesome energies hiss and roar deep within the Earth. Plates collide, spewing lava. Rocks rain down and mud slides in torrents. Towns and cities vanish under ashen clouds. Discover the dangerous and ferocious world of natural disasters and deadly effects. Visit the ancient city of historic Pompeii, frozen in time, then create blistering explosions from model volcanoes that fire foamy lava. Discover the properties of rocks shaped by the Earth's breathtaking power. Watch out. Volcanologists detect formidable rumblings from an extinct volcano in Scotland's capital. Red alert! What would you do? Linked text: <i>The Firework-</i>	It's time to take a walk on the wild side. Find out who's coming to visit. Is it a bug munching lizard or an eagle-eyed bird of prey? Whatever it is, do you think you can handle it? Learn about creepy crocs and amazing alligators, the deadly assassin bug and the voracious Venus flytrap. Be inspired to write an informative leaflet all about your favourite predator and compose a poem about a predator or its prey. Then use what you know about the best of the beasts to create the ultimate predator; the apex of the food chain. Cross your dad with a peregrine falcon or your nan with a great white shark. What incredible species can you imagine? Feeling peckish? Let's jump aboard the food chain. Linked text: <i>The Sheep Pig</i> – Dick King-Smith	This project teaches children about the history and structure of ancient Rome and the Roman Empire, including a detailed exploration of the Romanisation of Britain.	Hop on the bus and take a trip downtown where the lights are bright, and every street has a story to tell. Explore with fresh eyes the art of the city, then capture a moment in time – perhaps a reflection on a building or a shadow passing by. Make a map of your home town and find out how things have changed. Has time changed town life for the better? How could you improve the urban environment? Maybe add more colour? More light? More things to do, or perhaps a plaza with a comfortable bench or two? Or maybe, like Emil, the city astounds you with its sights and sounds and people rushing by. Now light up the city with creations of your own – a statue, a light show, a monument or street art.
<b>History</b>						
<b>Geography</b>						
<b>Art &amp; Design</b>						
<b>D&amp;T Computing MFL</b>						

Year 4						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>English</b>	Traditional Tales & Myths	Structure - Riddles Reports Writing and Performing Plays	Story Settings	Structure - Narrative Poetry Persuasion	Jubilee Explanation Discussion	Stories with a Theme Enrichment Transition
<b>Maths</b>	Number - place value Number addition and subtraction Measurement - length and perimeter Number - multiplication and division		Number - multiplication and division Measurement - area Number - fractions Number - decimals		Number - decimals Measurement - money Measurement - time statistics Geometry - properties of shapes Geometry - position and direction	
<b>PE</b>	TAG RUGBY		UNIHOOC	HIGH FIVE	STRIKING AND FIELDING	ATHLETICS
	SWIMMING	GYMNASTICS	DANCE	GYMNASTICS	KWIK CRICKET	TENNIS
<b>PSHE</b>	Being Me In My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
<b>RE</b>	How do festivals and family life show what matters to Jewish people?		Where and how do people worship?		For Christians what was the impact of pentecost?	What are the deeper meanings of festivals?
<b>Music</b>	Mamma Mia	Glockenspiel Stage 2	Stop!	Lean On Me	Blackbird	Reflect Rewind and Replay

PROJECT	TRAIERS AND RAIDERS	POTIONS	BURPS, BOTTOMS AND BILE	ROAD TRIP USA	MISTY MOUNTAINS AND WINDING RIVERS	ANCIENT CIVILIZATIONS
<b>Driver subject</b>	 History	 Science	 Science	 Geography	 Geography	 History
<b>Science</b>	Big and strong, powerful and brave, the Saxons wave their battle axes and brandish their swords as they begin to invade Britain's shores. Sail back to the Dark Ages, where battles were rife and fear reigned. Find out about the lives of the Saxons, including how they lived and where they came from. Meet the bloodthirsty Vikings from Scandinavia – never before had such terror swept the land. Make a Saxon sword or a Viking brooch and decorate it with intricate patterns. Choose to be a Saxon or Viking and trade your crafty goods, but let's keep it cool. We don't want a fight breaking out. Are you ready to shine a	Potion: a poison, a mixture, an aromatic brew, a vapour, a liquid or sticky goo. Welcome to the amazing magical world of potions and their properties. Now scientists, beware. There are some powerful and deadly potions out there, dangerous, unpredictable or tragic (just ask Romeo and Juliet.) Use what you know about materials and their properties to create incredible potions in Professor Hazard's Potions class. Feeling sleepy? That orange juice did taste a little strange... Linked text: <i>Alice's Adventures in Wonderland</i> – Lewis Carroll	Open wide – let's take a look inside. We're on a voyage of discovery to investigate the busy world inside your body. Do you have a toothy grin or a winning smile? Take dental impressions and test the effects of sugary substances on your pearly whites. Follow a tasty morsel as it makes its way through your digestive system, helped by some mouthwatering saliva. And don't forget the importance of good hygiene at both ends. And whilst we're talking business, could you recognise an animal just by its poo? Are you brave enough to take the challenge? Make a working model of the digestive	Buckle up, sunglasses on. We're going on a road trip across the good old US of A. Flying from London Gatwick, and landing at JFK airport New York, it's time to explore the sights and sounds of the Big Apple. Use your map skills to navigate your way around some of its most famous landmarks and send a postcard home to ask the question 'Do you wish you were here?' Learn how to send an email to book a day trip or reserve a room. Make sure you ask the important questions 'Does your hotel have a pool? Is there 24-hour room service? Meet the Iroquois tribe; Native Americans with	This project teaches children about the characteristics and features of rivers and mountain ranges around the world, including a detailed exploration of the ecosystems and processes that shape them and the land around them.	This project teaches children about the history of three of the world's first ancient civilisations: ancient Sumer, ancient Egypt and the Indus Valley civilisation. Children will learn about the rise, life, achievements and eventual end of each civilisation.
<b>History</b>						
<b>Geography</b>						
<b>Art &amp; Design</b>						
<b>D&amp;T</b>						
<b>Computing</b>						
<b>MFL</b>						