

<u>Cycle 1</u>

	KS1 Curriculum (Year 1 and 2)				
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			r <mark>ent</mark>		
		See Reading Curriculum Roa	d Map for supplementary texts	, I	Γ
Term 1 The Great Fire of London How did the great fire change London?	Term 2 Toys Why do we have toys?	Term 3 Extreme Weather How does weather effect our lives?	Term 4 Contrasting continents What makes Africa unique?	Term 5 Famous Faces How do people create change?	Term 6 Glorious Growing Why does change happen?
Core Texts: The Great Fire of London Anniversary Edition by Emma Adams All Aboard the London Bus by Patricia Toht Hot Like Fire By Valerie Bloom History: How do we know so much about what happened in the Great Fire of London? History: Why is Guy Fawkes Remembered? Science: Seasonal changes Senses Computing: 1.1 Online safety 2.5 Effective searching DT: Building structures RE: What does it mean to belong to a faith community? Music: Exploring percussion PSHE: Being Me in My World PE: Attack, Defend, Shoot (Unit 2)	Core Texts: Lost in the Toy Museum by David Lucas Traction Man by Minnie Grey Dogger by Shirley Hughes History: How do our toys and games compare with those of children in the past? Science: Plants Seasonal changes- tree focus Computing: : 1.9 Technology outside school 1.8 Spreadsheets DT: Creating toys RE: Understanding Christianity – What do Christians believe God Is- like? Music: Toy Music/ Nativity songs PSHE: Celebrating Difference PE: Gymnastics (Unit 2)	Core Texts: Small in the City by Sydney Smith Last Stop on Market Street by Matt de la Pena A Place Called Home by Kate Baker Coming to England by Floella Benjamin Geography: How does weather effect our lives? How is the climate changing? Science: Seasonal Changes Computing: 1.4 Lego builders 1.2 grouping and sorting Art: Painting RE: Understanding Christianity Creation: Who do Christians say made the world? Music: Composing own music PSHE: Dreams and Goals PE: Dance (Unit 2)	Core Texts: Meerkat Mail by Emily Gravett Yours sincerely, Giraffe by Megumi Iwassa Geography: How does the geography of Malawi compare with my locality? Science: Materials Computing: : 2.6 creating pictures Art: Collage RE: Understanding Christianity – Gospel What is the 'Good News Christians believe that Jesus Brings? Easter Music: Music from around the world PSHE: Healthy Me PE: Send and return (Unit 2)	Core Texts: Women that Changed the World by Kate Pankhurst Little People Big Dreams – Amelia. Earhart, Frida Kahlo The Extraordinary Life of Neil Armstrong Martin Howard and Freda Chiu History: Who are the great history makers? How do people create change? Science: Animals including humans (offspring) Final comparison lessons for seasonal changes. Computing: 1.7 coding DT: Cooking RE: Judaism – Who is Jewish? How do they live? (long unit) Music: Music linked to famous faces. PSHE: Relationships PE: Run, jump throw (Unit 2)	Core Texts: Bee by Bitta Teckentrup. The Little Gardener by Emily Hughes Wangari's Trees of Peace The Tiger in the Garden by Lizzie Stewart Geography: What are the countries of the UK? What makes them special? Science: Plants (Wild Flower Focus) Computing: 2.1 coding Art: Line drawing RE: Judaism – Who is Jewish? How do they live? (long unit) Music: Garden music PSHE: Changing Me PE: Hit, catch, throw (Unit 2)
Robert Hooke Christopher Wren Samuel Pepys King Charles II	Alexander Von Humboldt Ole Kirk Christiansen	Vanessa Nakate John Dalton David Best	Nelson Mandela John McAdam Kurt Schwitters Rebecca Maloney	Rosa Parks Amelia Earhart Neil Armstrong Kathryn Johnson Amy Vedder	Georgia O'Keefe George Forrest

Term 1 The Great Fire of London How did the great fire change London?	Term 2 Toys Are toys just for children?	Term 3 <mark>Extreme Weather</mark>	Term 4 Contrasting continents	Term 5 <mark>Famous Faces</mark>	Term 6 <mark>Glorious Growing</mark>	
	Literacy genres					
		(adaptable according to n	eeds and interests of children)			
Diary entries as Samuel Pepys Instructions Letters Narrative	Instructions – how to operate your favourite toy Narrative Poetry Information	Recount Diary entry Newspaper report Narratives Information Poetry	Letters and postcards in the style of Meerkat Mail Non-chronological reports about meerkats and other animals Narratives - short stories	Information Narratives Instructions	Non-chronological report Information Narratives	
		Maths	themes			
			ng to needs of children) n <u>https://whiterosemaths.com/</u>			
Place Value Y1 numbers to 10 Y2- numbers to 100 Addition and Subtraction Y1- within 10 Y2- within 100	Addition and Subtraction Y1- within 10 Y2- within 100 Geometry Y1 Shape Y2 Properties of shape Consolidation	Place Value Y1- Place Value to 50 Addition and Subtraction Y1- within 20 Multiplication and division Y2 multiplication and division Measurement Y2 Money	Place Value to 50 Y1 Measurement Y1 Length and Height Y1 weight and volume Y2 Length and Height Y2- Mass, capacity and temperature	Multiplication and division Y1 multiplication and division Fractions Y1 Fractions Y2 fractions Measurement Y2 time	Statistics Y2 Geometry Y1 position and direction Y2 Position and direction Place Value to 100 Y1 Measurement Y1 Money Y1 time Problem solving and efficient methods	

		<u>Science skil</u>	ls: Implementation		
Term 1 Seasonal changes Senses	Term 2 Plants tree focus Seasonal changes-	Term 3 Seasonal Changes	Term 4 Materials	Term 5 Animals including humans (offspring)	Term 6 Plants (Wild Flower Focus) Final comparison lessons for seasonal changes.
Observe changes across the four seasons Observe and describe weather associated with the seasons and how day length varies.	Identify and name a variety of trees, and those classified as deciduous and evergreen Identify and describe the basic structure of a variety of common trees including roots, trunk, leaves and flowers.	Observe changes across the four seasons Observe and describe weather associated with the seasons and how day length varies.	Describe the simple physical properties of a variety of everyday materials. Compare and group together a variety of everyday materials on the basis of their physical properties. Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.	Notice that animals, including humans, have offspring which grow into adults Identify, name draw and label the basic parts of the human body and say which parts of the body is associated with each sense.	Identify and describe the basic structure of a variety of common plants including roots, stem/trunk, leaves and flowers. Identify and name a variety of common plants, including garden plants and wild plants. Observe changes across the four seasons
		Working Scientificall	<u>y skills:</u> <mark>Implementatio</mark>	<mark>n</mark>	
Question Observe Predict	Observe Sorting and classifying Recording	Record Predict Measure Conclusions/So What?	Recording Predicting Fair tests Conclusions Suggesting improvements	Question Record Sort and classify Conclusions/so what?	Observe Sorting and classifying Method and equipment/safety Take measurements/record

		Scientific Know	ledge Gained: Impact	·	
To know the changes from summer to autumn. To know the order of the seasons and the months. To observe weather patterns. To know how the length of day changes with the season they are in ready to compare to other seasons throughout the year. To ask questions about the weather. To predict the weather based on observations they have made.	To know how to observe and identify trees in their local environment. To name a range of trees in their local environment. To sort deciduous and evergreen trees. To identify the weather in autumn and how it affects the trees in their local area. To record their observations and understanding when asking questions. To know the structure of trees- roots, trunk, leaves and flowers.	To know the changes from autumn to winter. To know how the length of day changes with the season they are in- comparison between term 1 and term 3. To compare different weather locally to that around the world and why our seasons are different to those in Australia. To record, measure and observe rain and wind. To predict the weather based on observations. To draw conclusions about the rainfall collected then link this to the real world.	To know the properties of materials they use in their everyday lives. To name materials they use in their everyday lives. To compare the physical properties of materials. To know the suitability of wood, metal, plastic, glass, brick, rock, paper and cardboard in their everyday lives and objects they use. To compare the suitability of wood, metal, plastic, glass, brick, rock, paper and cardboard in their everyday lives and objects they use. To compare the suitability of wood, metal, plastic, glass, brick, rock, paper and cardboard in their everyday lives and objects they use. To know how the shapes of solid objects made from some materials can be changed. To identify solid shape changing by describing: squashing, bending, twisting and stretching.	To order the stages of growth in humans. To know that humans have offspring, To understand the life cycle of a human. To understand that animals have offspring and to name the offspring and match to the parent. To draw and name the basic parts of a human body. To name the 5 senses and say which part of the body they are associated with.	To identify and describe the roots, stem, trunk, leaves and flowers of plants and trees in the local area. To name and identify wild flowers growing the local area. To compare observations of weather made throughout the year to the summer season. To observe and compare the changes in plants and trees during the seasons.

Computing skills: Implementation					
Term 1 1.1 Online safety 2.5 Effective searching Online Safety To log in safely and understand	Term 2 1.9 Technology outside school 1.8 spreadsheets Technology outside school To find and understand examples	Term 3 1.4 Lego builders 1.2 grouping and sorting Lego builders To emphasise the importance of	Term 4 2.6 creating pictures To explore 2Paint A Picture.	Term 5 1.7 coding To understand what instructions are.	Term 6 2.1 coding To understand what an algorithm is.
 why that is important. To create an avatar and to understand what this is and how it is used. To be able to create a picture and add their own name to it. To start to understand the idea of 'ownership' of creative work. To save work to the My Work area andunderstand that this is private space. To learn how to find saved work in the Online Work area. To learn about what the teacher has access to inPurple Mash. To learn how to see messages left by the teacher on their work. To learn how to search Purple Mash to find resources. To become familiar with the types of resources available in the Topics section. To become more familiar with the icons used in the resources in the Topics section. To start to add pictures and text to work. To explore the Tools area of Purple 	of where technology is used in the local community To record examples of technology outside school. Spreadsheets To understand what a spreadsheet looks like. To be able to navigate around a spread sheet and enter data. To learn new vocabulary related to spreadsheets. To add clipart images to a spreadsheet. To use the 'move cell' and 'lock' tools. To use the 'speak' and 'count' tools in 2Calculate to count items.	 following instructions. To follow and create simple instructions on the computer. To consider how the order of instructions affects the result. Grouping and sorting To begin to think logically about the steps of a process. To sort items using a range of criteria To sort items on the computer using the 'Grouping' activities in Purple Mash. To bring together logical thinking and the use of technology. To introduce the term 'algorithm' to describe logically following a process. Children have used Purple Mash activities to sort various items online using a variety of criteria 	 To look at the work of Impressionist artists and recreate them using the Impressionism template. To look at the work of pointillist artists such as Seurat. To recreate pointillist art using the Pointillism template. To look at the work of Piet Mondrian and recreate it using the Lines template. To look at the work of William Morris and recreate it using the Patterns template. To look at some surrealist art and create your own using the eCollage function in 2Paint A Picture. 	 To predict what will happen when instructions are followed. To understand that computer programs work by following instructions called code. To use code to make a computer program. To understand what objects and actions are. To understand what an event is. To use an event to control an object. To understand what an event is. To begin to understand how code executes when a program is run. To understand how to use the scale attribute (property). To plan a computer program. 	 To create a computer program using an algorithm. To create a program using a given design. To understand the collision detection event. To understand that algorithms follow a sequence. To design an algorithm that follows a timed sequence. To understand that different objects have different attributes (properties). To understand what different events do in code. To create a program using a given design. To understand the function of buttons in a program. To know what debugging means. To understand the need to test and debug a program repeatedly. To debug simple programs.
Mash and to learn about the					

 common icons used in Purple Mash for Save, Print, Open, New. To explore the Games area on Purple Mash. (extension) To understand the importance of logging out when they have finished. Effective searching To understand the terminology associated with the Internet and searching. To gain a better understanding of searching the Internet To create a leaflet to help someone search for information on the Internet Online Safety Children can log in to Purple Mash using their own login. Children have created their own avatar and understand why they are used. Children can add their name to a picture they created on the computer. Children are beginning to develop an understanding of ownership of work online. 	Technology outside school Children understand what is meant by 'technology'. Children have considered types of technology used in school and out of school. Children have recorded 4 examples of where technology is used away from school. Spreadsheets. Children can navigate around a spreadsheet. Children can explain what rows	Computing Knowles Lego builders. Children know that to achieve the effect they want when building something, they need to follow accurate instructions. Children know that by following the instructions correctly, they will get the correct result. Children know that an algorithm is a precise, step-by-step set of instructions used to solve a problem or achieve an objective. Children can follow instructions in a computer program.	dge Gained: Impact Creating pictures Children can describe the main features of impressionist art. Children can use 2Paint a Picture to create art based upon this style. 2 Pointillist Art. Children can use 2Paint a Picture to create art based upon this style. 2 Pointillist Art. Children can use 2Paint a Picture to create art based upon this style. 2 Pointillist Art. Children can use 2Paint a Picture to create art based upon this style. 3 Piet Children can use 2Paint a Picture to create art based upon this style. 3 Piet Children can use 2Paint a Picture to create art based upon this style. 3 Piet Children can use 2Paint a Picture to create art based upon this style. 3 Piet Children can describe the main features of Piet Mondrian's work.	Coding Children can give and follow instructions. Children can draw symbols to represent instructions. Children can draw symbols to represent instructions. Children can arrange code blocks to create a set of instructions. Children can create a program using code blocks. • Children can use object and action code blocks. Children can create a simple program using code blocks. Children can use event, object and	Coding Children can explain that an algorithm is a set of instructions. Children can explain that an algorithm is a set of instructions. Children can describe the algorithms they created. Children can explain that for the computer to make something happen, it needs to follow clear instructions. 2 Collision Detection Children can plan an algorithm that includes collision detection. Children can create a program using collision detection.
an understanding of ownership of work online.	Children can navigate around a	or achieve an objective. Children can follow instructions in a	3 Piet Children can describe the main	Children can create a simple	that includes collision detection. Children can create a program
	Children.can.explain.what.rows	computer program.	features of Piet Mondrian's work.	Children.can.use.event. abject and	using collision detection.
understand that this is a private	and columns are.	Children can explain the effect of	Children can use 2Paint a Picture	action code blocks.	Children read blocks of code and
saving space just for their work.		carrying out a task with no instructions.	to art based upon his style. 4		predict what will happen when it
Children can find their saved work in the Online Work area of Purple Mash.	Children can save and open sheets.	Children know that computers need precise instructions to follow.	William Morris and Pattern	Children can notice when their code executes when their program is run.	is run. 3 Using a Timer

Children can find messages that their teacher has left for them on	Children can enter data into cells.	Children know that an algorithm written for a computer to follow is	Children can describe the main features of art that uses repeating	Children can edit a scene by adding, deleting and moving	Children can create a program that uses a timer-after command.
Purple Mash.	Children can open the Image	called a program.	patterns.	objects.	
	toolbox and find and add clipart.				Children can explain what the
Children can search Purple Mash to		Children understand how the order	Children can use 2Paint a Picture	Children can change the size of	timer-after command does in
find resources	Children can use the 'move cell'	in which the steps of a recipe are	to create art by repeating patterns	objects using the attributes	their program.
	tool so that images can be	presented affects the outcome.	in a variety of ways.	(properties) table.	
Children will be able to use the	dragged around the spreadsheet.				Children can predict what will
different types of topic templates in		Children can organise instructions	Children can combine more than	Children can create a design plan	happen in a program that
the Topics section confidently.	Children can use the 'lock' tool to prevent changes to cells	for a simple recipe.	one effect in 2Paint a Picture to enhance patterns. 5 Surrealism	for their Free Code Scene program.	includes a timer-after command. 4 Different Object Types
Children will be confident with the	1 5	Children know that correcting errors	and eCollage	• Children can use code to make	
functionality of the icons in the	Children can give images a value	in an algorithm or program is called		the program they have designed	Children can create a computer
topic templates.	that the spreadsheet can use to count them.	'debugging'	Children can describe surrealist art.	work.	program that includes different object types.
Children will know how to use the		Grouping and sorting	•		
different icons and writing cues to	Children can add the count tool to				Children can modify the
add pictures and text to their work.	count items. • Children can add	Children can sort various items			attributes (properties) of an
	the speak tool so that the items	offline using a variety of criteria.			object.
Children have explored the Tools	are counted out loud.				
section on Purple Mash and become		Children can follow a logical			Children can use different events
familiar with some of the key icons:	Children can use a spreadsheet to	process to categorise objects.			in their program to make objects
Save, Print, Open and New.	help work out a fair way to share				move. 5 Buttons
	items (Extension)	. • Children have experienced logical			
Children have explored the Games		sorting using technology where			Children can create a computer
section and looked at Table Toons		items either fit a category or do not.			program that includes a button
(2x tables).					object.
Children can log out of Purple Mash					Children ogn ovelgin uthat a
when they have finished using it					Children can explain what a button does in their program.
and know why that is important.					button abes in their program.
					Children can modify the
					attributes (properties) of a button
					to fit their program design. 6
					'Smelly Code' Debugging
					······································
Effective searching					Children can explain what debug
-Jierwe seu Gung					(debugging) means. • Children
Children can recall the meaning of					can use a design document to
key Internet and searching terms. •					start debugging a program.
key muertee unu seuronny territs.					
Children have successfully					Children can debug simple
completed a quiz about the Internet.					programs.
compresent a quie about the multiller.					
Children can identify the basic parts					
of a web search engine search page.					

Children learnt to read a web search results page.			
Children can search the Internet for answers to a quiz.			
•hildren have created a leaflet to consolidate knowledge of effective Internet searching.			

History skills: Implementation					
Term 1 How do we know so much about what happened in the Great Fire of London? Why is Guy Fawkes Remembered?	Term 2 How do our toys and games compare with those of children in the past?	Term 5 Who are the great history makers? How do people create change?			
Place known events and objects in chronological order	Place known events and objects in chronological order	Use common words and phrases relating to the passing of time			
Use common words and phrases relating to the passing of time	Use common words and phrases relating to the passing of time	Describe some simple similarities and differences between artefacts			
Relate his/her own account of an event and understand that others may give a different version	Talk, draw or write about aspects of the past	Sort artefacts from 'then' and 'now'			
Talk, draw or write about aspects of the past	Find answers to some simple questions about the past from simple sources of information	Talk, draw or write about aspects of the past			
Find answers to some simple questions about the past from simple sources of information	Understand key features of events	Ask and answer relevant basic questions about the past Discuss the lives of significant individuals in the past who have contributed			
Understand key features of events	Ask and answer relevant basic questions about the past	to national and international achievements and use some to compare aspects of life in different periods			
Describe some simple similarities and differences between artefacts	Describe where the people and events studied fit within a chronological framework and identify similarities and differences between ways of life in different periods	Show an awareness of the past, using common words and phrases relating to the passing of time			
Sort artefacts from 'then' and 'now'					
Ask and answer relevant basic questions about the past	Show an awareness of the past, using common words and phrases relating to the passing of time	Describe events beyond living memory that are significant nationally or globally			
Show an awareness of the past, using common words and phrases relating to the passing of time	Show understanding of some of the ways in which we find out about the past and identify different ways in which it is	Use a wide vocabulary of everyday historical terms			
Describe events beyond living memory that are significant nationally or globally	represented Record what he/she has learned by drawing and writing	Record what he/she has learned by drawing and writing			
Ask and answer questions, choosing and using parts of stories and other sources to show that he/she knows and understands key features of events					
Show understanding of some of the ways in which we find out about the past and identify different ways in which it is represented					
Use a wide vocabulary of everyday historical terms					
Speak about how he/she has found out about the past					
Record what he/she has learned by drawing and writing					

History skills: Implementation				
To know and order events surrounding the Fire of London.	To know that toys have changed over time.	To know and use historical vocabulary.		
To know vocabulary to describe the passing of time.	To use non-fiction texts to find out about toys in the past and how they have changed over time.	To know how significant individuals have impacted throughout time.		
To know how the Fire of London has impacted on modern life.		To know and identify famous people and key facts about their lives and		
To know which sources are reliable.	To know how the development of materials and engineering in history has affected the development of new toys.	achievements.		
	To make comparisons between how people lived and entertained themselves in different time periods.	To know what makes someone a notable person in history.		

	<u>Geography skills:</u> Implementation	
Term 4 How does weather effect our lives? How is the climate changing?	Term 5 How does the geography of Malawi compare with my locality?	Term 6 What are the countries of the UK? What makes them special?
Name, describe and compare familiar places Know about some present changes that are happening in the local environment e.g. at school Suggest improvements to the school environment Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key Use basic geographical vocabulary to refer to key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop	Name, describe and compare familiar places Ask simple geographical questions e.g. What is it like to live in this place? Name and locate the world's seven continents and five oceans Use world maps, atlases and globes to identify the countries continents and oceans Identify weather and climate across the world in relation to the equator and the North and South Poles Compare geographical similarities and differences between UK and the Kalahari Desert	Use locational and directional language (e.g. near and far; left and right) to describe the location of features and routes Label maps of the UK Use world maps, atlases and globes to identify the United Kingdom and its countries Use simple compass directions (North, South, East and West) and locational and directional language e.g. near and far; left and right, to describe the location of features and routes on a map Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; Identify seasonal and daily weather patterns in the UK Use basic geographical vocabulary to refer to key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather Use basic geographical vocabulary to refer to key human features, including: city, town,
	<u>Geography skills:</u> Implementation	
To know key physical and human features of their local area. To know changes in the local area over time. To know the seasonal and daily weather changes in the local area To know how to use a variety of photos, maps and plans To know what a key is for and recognise common symbols. To know how to make our environment better.	To know the types of weather experienced across the UK To know how to recognise simple features on a map To use 4 points of the compass and directional language to describe location	To know and locate the countries that made up the UK. To know the main cities of the UK To know the names of the surrounding seas To know the difference between human and physical features To know some human and physical features of the UK

Art skills: Implementation					
Term 3 Painting	Term 4 Collage	Term 6 Line Drawing			
Use artwork to record ideas, observations and experiences	Use artwork to record ideas, observations and experiences	Explore mark-making using a variety of tools			
Explain what he/she likes about the work of others. Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines. Explore mark-marking using a variety of tools. Know that different artistic works are made by craftspeople from different cultures Experiment with tones using pencils, chalk or charcoal. Represent things observed, remembered or imagined using colour/tools in two and three dimensions	 Cut, glue and trim material to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines Sort, cut and shape fabrics and experiment with ways of joining them Explain what he/she likes about the work of others Make textured collages from a variety of media and by folding, crumpling and tearing materials. Select particular techniques to create a chosen product and develop some care and control over materials and their use 	Explain what he/she likes about the work of others Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines Experiment with tones using pencils, chalk or charcoal Represent things observed, remembered or imagined using colour/tools in two and three dimensions			
Artistic H	Knowledge Gained: Impact	<u> </u>			
To know the work of a famous artist/painter- David Best To know that artwork can be appreciated in different ways. To know complimentary colours and the colours on a primary and secondary colour wheel & know how to mix primary colours to create secondary colours.	To know the work famous collage artists of Kurt Schwitters & Rebecca Maloney To know how to make textured collages and how to select a particular technique for a chosen product, knowing that different textures can be used for different effects.	To know the definition of 'perspective' & know how to represent objects in lines. To know how to use simple shapes to create pictures. To know that the pressure put on a pencil will change the shade on the page.			

<u>[</u>	Design and Technology skills: Implemen	tation
Term 1 Building structures	Term 2 Creating toys	Term 5 Cooking
Know the names of tools, techniques and elements that he/she uses	Create simple designs for a product	Create simple designs for a product
Make structures by joining simple objects together	Use pictures and words to describe what he/she wants to do.	Use pictures and words to describe what he/she wants to do.
Explain what he/she likes about the work of others Use wheels and axles in a product	Ask simple questions about existing products and those that he/she has made.	Ask simple questions about existing products and those that he/she has made.
Build structures, exploring how they can be made stronger, stiffer and more stable	Design purposeful, functional, appealing products for him/herself and other users, based on design criteria.	Select from and use a range of tools and equipment to perform practical tasks – e.g. cutting and shaping.
Experiment with basic tools on rigid and flexible materials Design purposeful, functional, appealing products for himself/herself and other users based on design criteria Experiment with basic tools on rigid and flexible materials Generate, develop, model and communicate his/her ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Explore and use mechanisms e.g. levers, sliders, wheels and axles, in his/her products	Choose appropriate tools, equipment, techniques and materials from a wide range. Safely measure, mark out and cut and shape materials and components using a range of tools. Evaluate and assess existing products and those that he/she has made using a design criterion.	Use a wider range of cookery techniques to prepare food safely. Choose appropriate tools, equipment, techniques and materials from a wide range. Design purposeful, functional and appealing products for him/herself and other users based on a design criterion.
Safely measure, mark out, cut and shape materials and components using a range of tools		
Dee	sign and Technological Knowledge Gained	
To know that structures can be made by joining simple objects. To know the names of different tools. To know that materials need to be planned and measured to create accurate structures. To know that designs are needed to create accurate final products.	To know some differences and similarities in the design of old toys and current toys. To know some features of toys they'd like to include in their own design To know what materials would suit the toy they are designing.	To know how to design purposeful, functional and appealing products for them and other users based on a design criterion. To know the names of different food groups (e.g. protein, carbohydrates). To know how to safely use knives. To know the importance of food hygiene. To know how to store different types of food.
		To know what constitutes a balanced diet.

R.E. skills: Implementation						
Term 1 What does it mean to belong to a faith community?	Term 2 Understanding Christianity: God. What do Christians believe God is like?	Term 3 Understanding Christianity: Creation. Who do Christians say made the world?	Term 4 Understanding Christianity: Gospel What is the 'good news' Christians believe Jesus brings?	Term 5 and 6 Judaism - Who is Jewish and how do they live? (long unit)		
Make sense of beliefs: N	Make sense of belief:	Make sense of belief:	Make sense of belief:	Make sense of belief:		
 Christian and Jewish or Muslim welcome ceremony, and suggest what the actions and symbols mean Identify at least two ways people show they love each other and belong to each other when they get married (Christian and/or Jewish and nom-religious) Make connections: Give examples of ways in 	 Identify what a parable is Tell the story of the Lost Son from the Bible simply and recognise a link with the Christian idea of God as a forgiving Father Give clear, simple accounts of what the story means to Christians Understand the impact: Give at least two examples of a way in which Christians show their belief in God as loving and forgiving (e.g. by saying sorry, by seeing God as welcoming them back; by forgiving others) Give an example of how Christians put their beliefs into practice in worship (e.g. by saying sorry to God) Make connections: Think, talk and ask questions about whether they can leam anything from the story for themselves, exploring different ideas Give a reason for the ideas they have and the connections they make. 	 Retell the story of creation from Genesis 1:1–2:3 simply Recognise that 'Creation' is the beginning of the 'big story' of the Bible Say what the story tells Christians about God, Creation and the World Understand the impact: Give at least one example of what Christians do to say 'thank you' to God for Creation Make connections: Think, talk and ask questions about living in an amazing world Give a reason for the ideas they have and the connections they make between the Jewish/Christian Creation story and the world they live in. 	 Tell stories from the Bible and recognise a link with the concept of 'Gospel' or 'good news' Give clear, simple accounts of what Bible texts (such as the story of Matthew the tax collector) mean to Christians. Recognise that Jesus gives instructions to people about how to behave. Understand the impact: Give at least two examples of ways in which Christians follow the teachings studied about forgiveness and peace, and bringing good news to the friendless. Give at least two examples of how Christians put these beliefs into practice in the Church community and their own lives (for example: charity, confession) Make connections: Think, talk and ask questions about whether Jesus' 'good news' for Christians, or if there are things for anyone to learn about how to live, giving a good reason for their ideas 	 Recognise the words of the Shema as a Jewish prayer Retell simply some stories used in Jewish celebrations (e.g. Chanukah) Give examples of how the stories used in celebrations (e.g. Shabbat, Chanukah) remind Jews about what God is like Understand the impact: Give examples of how Jewish people celebrate special times (e.g. Shabbat, Sukkot, Chanukah) Make links between Jewish ideas of God found in the stories and how people live Give an example of how some Jewish people might remember God in different ways (e.g. mezuzah, on Shabbat) Make connections: Talk about what they think is good about reflecting, thanking, praising and remembering for Jewish people, giving a good reason for their ideas about whether reflecting, thanking, praising and remembering have something to say to them too 		

	R.E. Knowledge Gained: Impact						
To know that different people	To know that Christians believe in	To know that Christians believe	To know that Christians believe	To know that Jewish people believe in one God.			
belong to different religions.	God, and that they find out about	that:	that Jesus brings good news for				
	God in the Bible.		all people.	To know that the Synagogue is the Jewish place of worship.			
To know the names of symbols		God created the universe					
and artefacts used by Christians	To know that Christians believe		To know that for Christians, this	To know that the Torah is the first part of the Jewish Holy Book.			
	God is loving, kind, fair and	The Earth and everything in it are	good news includes being loved by				
To know the names of symbols	forgiving, and also Lord and King.	important to Gog	God and being forgiven for bad	To know that Shabbat is celebrated every week and families meet for a			
and artefacts used by people from			things.	meal together on a Friday evening.			
other religions.	To know that some stories show	God has a unique relationship					
Table and that a summer is and add to	these Christian beliefs.	with human beings as their	To know that Christians believe	To know the story of Hanukah and why and how it is celebrated.			
To know that everyone is valuable.	To know that Christians worship	Creator and Sustainer	Jesus is a friend to the poor and friendless.	Techner with the second Technels and franks and her with some used (s. s.			
To know that Christians, Jewish	God and try to live in ways that	Humans should same for the world	Jitertuless.	To know what some Jewish artefacts are and how they are used (e.g. mezuzah)			
people and Muslims all believe in	please him.	Humans should care for the world because it belongs to God.	To know that Christians believe	mezuzurij			
looking after other people.	pieuse rum.	because a belongs to 600.	Jesus' teachings make people think				
working upon outer people.			hard about how to live and show				
To know what happens in a			them the right way.				
Christian baptism ceremony.							

		Musical skills	: Implementation		
Term 1 Exploring percussion	Term 2 Toy Music/Nativity Songs	Term 3 Composing own music	Term 4 Music from around the world	Term 5 Music linked to famous faces	Term 6 Garden music
Listen to music with sustained concentration Build an understanding of the pulse and internalise it when listening to a piece of music Listen to, copy and repeat a simple rhythm or melody Begin to recognise a range of musical instruments and the different sounds they make Play and perform in solo or ensemble contexts	Listen to music with sustained concentration Listen to, copy and repeat a simple rhythm or melody Find the pulse whilst listening to music and using movement Begin to understand that structure describes how different sections of music are ordered	Listen to music with sustained concentration Begin to understand that the rhythm is a mixture of long and short sounds that happen over the pulse Improvise a simple rhythm using different instruments including the voice Understand that structure describes how different sections of music are ordered Notate musical ideas using notation (graphic score)	Listen with concentration and understanding to a range of high-quality live and recorded music Begin to recognise and explore different musical styles Begin to develop an understanding of the history and context of music Begin to describe a piece of music using a developing understanding of the interrelated musical dimensions	Listen with concentration and understanding to a range of high-quality live and recorded music Use his/her voice expressively and creatively by singing songs and speaking chants and rhymes with growing confidence Begin to describe a piece of music using a developing understanding of the interrelated musical dimensions Understand that duration describes the length of notes within the music Play and perform in solo or ensemble contexts	Listen with concentration and understanding to a range of high-quality live and recorded music Use his/her voice expressively and creatively by singing songs and speaking chants and rhymes with growing confidence Begin to describe a piece of music using a developing understanding of the interrelated musical dimensions Understand that duration describes the length of notes within the music Play and perform in solo or ensemble contexts
		Musical Knowled	ge Gained: <mark>Impact</mark>		
To know what a pulse is To know the names of some different musical instruments To know how to improvise using percussion instruments	To know what a pulse is To know how to sing with confidence and expression To know that music can make me feel different emotions	To know what a rhythm is To know the names of some different musical instruments To know how to notate music through a graphic score	To know that music has different styles To know that musical styles come from around the world and from different periods of time. To know the names of some different musical instruments	To know how to describe music using interrelated musical dimensions (Dynamics, Pitch and Tempo) To know what duration in music is To know how to sing with confidence and expression	To know how to describe music using interrelated musical dimensions (Dynamics, Pitch and Tempo) To know what duration in music is To know how to sing with confidence and expression
				To know how to describe the structure of a song •	To know how to describe the structure of a song •

P.S.H.E skills: Implementation						
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	
Being Me in My World (1)	Celebrating Difference (1)	Dreams and Goals (1)	Healthy Me (1)	Relationships (1)	Changing Me (1)	
 Piece 1 Explore how to feel safe and special in my class Piece 2 Understand the rights and responsibilities as a member of my class Piece 3 Begin To understand how to make my class a safe place for everybody to learn Piece 4 Express how my views are valued and can contribute to the Learning Charter Piece 5 Recognise the choices I make and understand the consequences Piece 6 Understand my rights and responsibilities within our learning charter Zones of Regulation Use calming techniques to calm my body and mind Use the mood monsters to identify how I feel Begin to use simple language to describe my feelings 	 Piece 1 Begin to identify and explain similarities and differences between people in my class Piece 2 Identify some ways I am different from my friends Piece 3 Explain what bullying is and how it might feel. Piece 4 Identify people I could talk to if I was feeling unhappy or being bullied. Piece 5 Explore how to make new friends and it feels to make new friends. Piece 6 Explain how I am different to my friends and how that makes us all unique and special 	 Piece 1 Identify and set simple goals Piece 2 Plan how to achieve a goal I set Piece 3 Understand the skills needed to work well with a partner Piece 4 Begin to understand how to tackle a new challenge and how this might stretch my learning Piece 5 Identify obstacles which make it more difficult to achieve my new challenge and can work out how to overcome them Piece 6 Explain how I feel when I succeed in a new challenge and how I celebrated it 	 Piece 1 Begin to understand the difference between being healthy and unhealthy and ways to keep myself healthy Piece 2 Understand how to make healthy life choices Piece 3 Understand how to keep myself clean, how germs can cause illness Explore how household products including medicines can be harmful if not used properly Piece 4 Understand that medicines can help me if I feel ill and know how to use them safely Piece 5 Understand how to keep safe when crossing the road and people who can help to keep me safe Piece 6 Understand why my body is amazing and identify how to keep it safe and healthy 	 Piece 1 Identify family members and understand the different types of families Piece 2 Understand what it means to be a good friend. Piece 3 Understand appropriate ways of physical contact to greet people and ways I prefer Piece 4 Understand who can help me in my school community Piece 5 Understand my qualities as a person or friend Piece 6 Explain why I appreciate people who are special to me	 Piece 1 Begin to understand the life cycles of animals and humans Piece 2 Explain things about me and things that have changed and stayed the same about me Piece 3 Understand how my body has changed since I was a baby Piece 4 Identify parts of the body that make boys and girls different and use the correct names for these: penis, testicles, vagina, vulva, anus Piece 5 Understand that every time I learn something new, I change a little bit Piece 6 Explain changes that have happened in my life 	

PSHE. Knowledge Gained: Impact					
To know that the choices I make have	To explain the ways that I am	To know what it feels like to	To use simple language to	To know what a family is and	To know the names of the body
consequences	different from my friends.	succeed at a challenge	describe feelings	respect that families come in different ways	parts that are different for boys and girls.
To know that I have responsibilities	To know some things that make	To know how to work as a group	To know ways to keep myself		-
at school	me special.		and my body safe.	To use simple language to	To know which body parts are
		To use simple language to		describe feelings	private.
To know how to make my class a	To know that differences make us	describe feelings	To know the things that help keep		
safe place to learn	all special and unique		my body healthy.	To know who and how to ask for	To use simple language to
		To know what strategies I can		help	describe feelings
To recognise how it feels to be proud	To use simple language to	use to overcome obstacles	To know who I can ask for help if		
of my achievements	describe feelings		I feel unsafe or frightened	To know a range of acceptable and unacceptable forms of	To know what changes happen as we grow up
				physical contact	

	P.E. skills: Implementation					
Term 1 Attack, Defend, Shoot	Term 2 Gymnastics	Term 3 Dance	Term 4 Send and return	Term 5 Run, jump, throw	Term 6 Hit, catch, throw	
To find our pulse on our wrists.	To move on, off and over apparatus and use the 'Magic Chair' landing.	To perform actions to well-known nursery rhymes.	To send the ball over a net to our partner.	To work individually to run over a longer distance.	To time our run around the bases to stay safe,	
To move side to side to defend a goal.	To rock on different parts of our body and rock using	To march in time to the beat and turn while marching.	To track and stop a moving object using both hands.	To improve strength to increase our jumping distance.	To kick a ball into space using different parts of the foot.	
To bounce a ball with control to ourselves.	shape. To perform specific point	To march in time as a group.	Why different muscles are important when playing games.	To create power when throwing for distance.	To respond to how a ball is being bowled when hitting.	
To aim at different targets.	balances such as 'h' and 'y' balance.	To perform actions in canon (one after the other).	To send balls accurately from different positions, e.g. kneeling or	To use breathing techniques	About the role of the wicketkeeper.	
To adapt to a game with changing rules.	To perform actions at the same time as others (unison)	To perform a short dance using canon. To perform in rounds in different groups.	sitting. To spot space in the playing area	to be able to run more. To cooperate with our	About the role of the backstop and its likeness to the wicketkeeper.	
To play in the best defensive position in a game.	To perform actions one person after the other (canon).	To develop a dance that shows different	and hit the ball there. To play a game with a partner.	partners to complete a task well.	To bowl underarm in a game with accuracy.	
To throw different types of equipment.	To turn and jump and quarter and half turn.	To dance with rhythm following a	To feed a ball to our partner with consistency.	To listen to others and work as a team to achieve the	To time our run around the bases	
To move to space after passing the ball.	To use a relevé walk in a sequence.	clockwork pattern.	To send the ball to different parts of	highest score possible To work individually to run	to stay safe, To kick a ball into space using	
To pass and move forward to a target with a partner.	To perform a dish and arch shape moving smoothly from one to the other.	To work on our own to create a short movement phrase.	the court. To throw and catch in a seated	over a longer distance.	different parts of the foot.	
To position ourselves as a goalkeeper.	To develop our strength in back support and crab	To watch, copy and repeat actions to create a 'motif'.	position. To accurately serve the ball to	To improve strength to increase our jumping distance.	To respond to how a ball is being bowled when hitting.	
To intercept a ball from a	To frog jump and leapfrog.	To perform our motif in different formations.	different parts of the court. To use overarm attacking shots in a	To create power when throwing for distance.	About the role of the wicketkeeper. About the role of the backstop and	
person on the other team. To use the skills we have	To hold an L-sit with a straight back.	To use different movement pathways in our dance escribe and explain how	To use overarm attacking shots in a game. To manage what we should be doing within the competition.	To use breathing techniques to be able to run more.	its likeness to the wicketkeeper.	
developed in a competition Improve agility and coordination and use in a game	To bring rhythm and flow to our sequence.	performers	waran are competition.	To cooperate with our partners to complete a task well.	To bowl underarm in a game with accuracy.	
gune						

				To listen to others and work as a team to achieve the highest score possible	
		P.E. Knowledge	Gained: Impact		
Head – Select the most appropriate skill to move forward. Hand – Can send a variety of different sizes and shaped balls. Heart – Work with a partner and in small groups to develop specific skills.	Head – Work safely on own and with others in body management sequences. Hand – Use core strength to link gymnastic elements, e.g., back support and L-sit. Heart – Work with a partner to copy, create and join sequences.	Head – Volunteer ideas as part of a group. Hand – Perform with some expression. Heart – Show engagement in tasks and perform with freedom.	Head – Develop tactics to outwit your opponent so they cannot return the ball. Hand – Start games using basic serving skills. Heart – Work as a team to get the ball over the net.	Head – Begin to make links between components of fitness. Hand – Use agility in running games. Heart – Consider others when playing games.	Head – Make choices about where to hit the ball. Hand – Attempted to play the role of wicketkeeper or backstop. Heart – Can work in small groups to field and bat.

Forest School skills and activities: Implementation						
Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	
Using your body over the styles Getting ready independently Foraging for wild fruit and harvest- blackberries Making shelters in parachutes or with taps in the woods	Compass and map skills to the woods Making 3d maps of the village/a town Identifying fungi. Looking at seasonal changes/ Autumn	Plant and fern identification in the winter, fire making Making houses of London/ great fire of London	Emergence of spring, new shoots, identifying trees in spring, first blossoms, bluebells, eggs, bird id, egg id, Easter bonnets out of ivy and sticky weed Identifying animals footprints	Compass and maps again, position and direction Creating 3d maps in the woods Aarachute games / maypole dancing in the woods, Using peelers with hazel, observing the woodland floor changes and wildflowers emerging and growing, Mental Health awareness week in May	Structure building, you are only safe games, giants, wizards, elves games, Go on a walk over the river Medway to look for path out to sea. AA Milne, Winnie the Pooh stories, the Ashdown Forest and local area.	
	Forest School Knowledge Gained and <mark>Impact</mark> seen in weekly <u>newsletter</u> updates.					