

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	<b>Dinosaurs</b>	<b>Superheroes</b>	<b>Moon zoom</b>	<b>Paws, claws and whiskers</b>	<b>Rio de Vida</b>	<b>The Enchanted Woodland</b>
Initial engagement	Special Visitor All things wild	Superhero dressing up day.	Alien/astronaut crash landing.	Parent afternoon – bring your pet to school afternoon.	Video of Rio Carnival Brazilian food tasting.	Trip to Hartshill Hayes wood
English	RWI scheme  Fact File Non-chronological report Narrative	RWI scheme  Comic Strips Descriptive Sentences Narrative Fact Files Labels and Captions	RWI scheme  Space station role play.  Beegu (fiction)  On the moon (non-fiction) newspaper reports on Neil Armstrong.  Space poems.	RWI scheme.  Tiger who came to tea role play.  Non-fiction: instructions – how to look after a pet. Leaflets writing (get leaflets from local vets)  Fiction: The Tiger who came to Tea. Adapt to write their own version of the story.	RWI scheme.  Rainforest role play.  Monkey Puzzle: Descriptive language. Sequencing.  Poetry.  Rhyming.  Mythical creature, design and write about it.	RWI scheme.  Home corner/ woods traditional tales role play. Minibeast small world.  Write about our woodland experience. Express feelings, use describing words.  Little Red Riding Hood. Retelling traditional tales.  Stick Man.  Percy the Park keeper.
Maths  White rose maths	<b>Place value to 10/20.</b> <b>Counting.</b> <b>Addition and subtraction to 10.</b>	<b>2d and 3d shape.</b> <b>Place value to 20. Addition and subtraction to 20.</b> <b>Position and direction.</b>	<b>Place value to 50.</b> <b>Length and height.</b>	<b>Place value to 100.</b> <b>Weight and volume.</b>	<b>Multiplication and division.</b> <b>Time</b> <b>Money</b> <b>Number bonds and subtraction facts.</b>	<b>Position and direction.</b> <b>Addition and subtraction.</b>
Science	Plants and animals	Human body parts and senses  Eating healthily  Working scientifically	Compare seasonal change. Naming materials. Properties of materials.	<b>Butterfly farm.</b>  Naming and classifying animals. Ask questions: how are these dogs different?  Scientific lang / Gather data (working scientifically): Compare body parts etc. features common to everyone. Record pictograms on eye colour/ hair type. Answer questions.  Draw and label parts of the human body and of common animals. Compare similarities and differences between our body parts and those of big cats / other animals. <b>Sketch</b> (computer program)		Naming common plants and trees. Naming wild flowers.  Parts of the plant.  'Make friends with a tree' rubbings, photos – Hartshill Hayes.  Identifying and naming common animals – identify bird types. (maths - collect data and make graphs).  Deciduous trees.  Woodland walk – collect things – sort and classify back in class.  Mini beasts. Habitats.

						Woodland animals and habitats.
Geography	Locating continents and oceans.		Planet Earth Geographical vocabulary. Where we live. Continents.	Where different animals live around the world. Animals around the world. Continents on the world map.  Design our own zoos. Maps/land marks, symbols and keys.	Identify similarities and differences of local area to an area around the world. Compare Brazil with Nuneaton. Human and physical geography. Flags from around the world. Target Tokyo.	
History	Events beyond living memory, significant individuals- Mary Anning	Historical heroes and heroines	Neil Armstrong/ Tim Peake. Significant people in history. Changes in living memory – space travel.		Rio Carnival.	
RE	Who is a Christian? <b>Believing (Christian/Muslim)</b>	What makes some places sacred? <b>Expressing (Christian/Muslim)</b>	How and why do we celebrate special and sacred times? <b>Expressing (Christian-Easter)</b>	What does it mean to belong to a faith community? <b>Living (Christian/Muslim)</b>		
Music	Percussion	Creating digital superhero sounds	Combining sounds. Space compositions.		Listen to the music of Brazil. What instruments can we hear? Listen with attention. Naming instruments.	
Computing	Stop-Motion Bee bots	Downloading photographs E-Safety Animation		Use computers/ iPads to research animals. Cut and paste images to present to others.		
Art/DT	Large and small scale modelling	Pattern, texture, line shape, form and space.		Patterns  Design and make an enclosure for a zoo animal. Create a class model zoo.	Use coloured feathers to create a head dress for a parade.  Brazilian food – cooking.	Clay faces on trees – use natural resources.  Building nests/dens for forest animals.
PE	<b>Games – invasion</b>	<b>Gymnastics/Games – invasion</b>	<b>Dance/Games – invasion</b>	<b>Games – Net and Wall</b>	<b>Games – Striking &amp; Fielding</b>	<b>Athletics</b>
Trips	All Things Wild.		Space centre.	Twycross zoo		Initial engagement – Hartshill Hayes.