

YR/1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Where are we? Science: Plants Geography: local area, map work	Celebrations History: remembrance, fireworks	To Infinity and Beyond Science: animals including humans History: moon landing	Toys Science: everyday materials and pushes/pulls History: family history	Farm Animals Science: animals including humans Geography: features of a farm, map work skills	India Geography: Compare India and Alton – map skills, continents and oceans
English	All writing is on a learning journey, which focuses on particular high quality texts throughout the year. Grammar is taught following the National Curriculum and spelling is taught using 'Letters and Sounds' strategy					
	Lists and captions Description of a pirate Information writing	Poetry Character description recount	Setting description Recount Narrative retelling	Label and descriptions Recount Explanation writing	Character descriptions Letter writing Information writing	Narrative retelling Poetry Instructions
Maths	All areas of the National Curriculum are covered through the year. Children will be given the opportunity to broaden their skills through regular problem solving and mathematical investigations					
	Number and place value Calculations Measure		Number and place value Calculations Measure Geometry		Calculations Fractions Measure Geometry	
PE	Ball skills Gym	Throwing and catching Dance	Partner work Gym	Bat and ball skills Dance	Dribbling, kicking and hitting Gym	Athletics Dance
French	Bonjour (basic greetings, je m'appelle, Frere Jacques, Jacques a dit (Simon says with some instructions).	Quel temps fait-il? Days of the week Basic weather phrases	Le Lapin et le Fermier Le Lapin et le Fermier song, lapin stories, counting to 12, age).	Promenons-nous dans les bois (clothes and colours)	A la Ferme Farm animals, Le Fermier dans son Pre	La Chenille qui fait des Trous (days of the week, telling the Hungry Caterpillar story in French, market role play for French Day)
Music	Timbre: Identify wooden, metal, skinned instruments and their properties by sound	Duration: Recognise long and short sounds	Timbre: Identify wooden, metal, skinned instruments and their properties by sound	Structure: Understand and identify repeating patterns and beginning, middle, end	Dynamics: Identify and respond to loud, quiet and silence	Timbre: Identify wooden, metal, skinned instruments and their properties by sound
DT		To design, research and evaluate food for a party		To design, make and evaluate a new toy.		To research, design and make their own sari
Art	To carry out observational drawings	To create a pattern using a simple printing block	To create own space sculpture using junk materials	To carry out observational drawing of toys	To create a farm animal using clay	To use pencil and ink to create patterns
IT	To use a computer drawing package to create an image	To program a Beebot to move in different directions	To create an animation of the moon landing	To create a graph using 2Simple	To use 2Simple to create an animal fact page	To create a simple power point about India