

	English	Maths (Power Maths Scheme)	Art	DT	Science	Geog/Hist	Music (Get Set 4 Music)	ICT/Circle Time	PE
Communication and Language		Exploring and Using Media			Knowledge and Understanding of the World		Technology/PSED		Gross Motor Skills
Physical Development is incorporated through all subject areas. Gross motor skills are developed through PE lessons and outdoor play activities									
<b>Term 1 All About Me</b>	PHONICS (Whole Class) Read Write Inc. Writing about favourite toys Description of room in a house Labelling food in lunchbox Explanatory writing about senses Describing characteristics of people/friends Sequencing stories - Furryribbles	Number recognition Ordering numbers/size 2D shape Positional language Comparing weight/heavier/lighter/the same Addition (1 more) Subtraction Repeating patterns	Self portrait painting Collage of child in school uniform Skeleton Pictures (with straws) Printing patterns (paint) Watercolour-Rangoli patterns/Mehndi designs	Cutting skills Paper plate puppets Make a house (haystacks/bricks) and test strength Fruit and veg tasting Herb collage pictures Make a Dive lamp	Body parts and skeleton Keeping healthy-food and our bodies Efficient exercise on our body Senses Similarities and differences	Our local area-where is our school? Features of a road (walk around local street)	Nursery Rhymes	Golden Rules How can we keep ourselves healthy? What jobs do people do? Where would you rather live? What would it be like if we were all skeletons? What is a good friend?  Programming – use of remote controlled vehicles	Introduction to PE UNIT 1 & 2
<b>Term 2 Super Space</b>	PHONICS (Groups) Read Write Inc. Non-fiction texts-write a fact about space Firework poems Writing a list of what you would take into space Direct speech-Speech bubbles Story writing-finish a story Story mapping Read clues to find class mascots which have been kidnapped Rhyme	Addition (representation using counters) Subtraction 2D shape Positional language Estimating/comparing Measures-length/height Capacity	Printing (compels/marbles/sponges) to make space pictures Collage of a superhero Firework pictures (paint blowing)	Sparklers made from breadsticks Bonfire collages Split pin astronauts Joining materials Design, make and evaluate a rocket Paper plate alien masks Design a food packet Make a telescope Using Nets to make a 3D car Making a moving picture-Incy Wincy Spider	planets in space Night and day Constellations Compare life on earth to life on mars	Gurpawer plot First man on the moon	Christmas Production	Golden Rules Firework safety Who helps us? If you had a superpower how would you use it? In the news (discuss current topics of interest in the news)  Programming – use of remote controlled vehicles PSHE - Celebrating Differences	Fundamentals UNIT 1 & 2
<b>Term 3 Creatures Great and Small</b>	PHONICS (Groups) Read Write Inc. Speaking & listening Adding description using adjectives to describe Eimer Factual writing about dinosaurs Labelling a diagram of a minibeast Sequencing a story Writing own version of a story (Polar Bear Polar Bear)	Addition Subtraction Doubling Halving Odd & Even numbers Ordering numbers 2D and 3D shapes Measuring Number bonds to 10 Time to the hour Repeating patterns changing colour and shape	Warmblood colours Stretching Colour mixing Exploring Pattern Printing using sponge templates Glittered spider webs Pictures of jungle animals (exploring texture) Paint a watercolour picture of a robin	Design and make an imaginary minibeast (mini models) Cutting skills Polar Bear plates Moving model of Incy Wincy Spider going up the drainpipe	Freezing and melting Compassion- humans and animals	Prehistoric animals Polar regions Jungle regions	Everyday Life	New Years Resolutions How would you feel if you lived in a cold place Would you choose to live in a hot country or a cold country?  Programming – use of remote controlled vehicles PSHE - Dreams and Goals	Gymnastics UNIT 1 & 2
<b>Term 4 Traditional Tales</b>	PHONICS (Groups) Read Write Inc. Retell a traditional tale - Goldilocks Write a letter of apology from Goldilocks Write questions to different characters in a story Descriptive writing – the gingerbread house Create a story map (Hazel and Gretel) Create own alternative ending to a story (Thumbelina) Use line connectives to sequence a story (Jack and the Beanstalk) Create a 'Wanted' poster Acrostic poems	Number recognition Ordering Counting in 2s, 5s, 10s Sequencing, missing numbers Addition Subtraction Number formation (teen numbers) Ordering by weight Matching pairs (socks) Money – to recognise coins and use coins to make an amount Sorting 2D and 3D shapes according to their properties Use standard measures for length and height To estimate and count for accuracy	Use a variety of materials to colour in the gingerbread house. Development of fine motor skills precision/selection of correct colours  Thumbprint pictures of people and animals  Free painting with water colour and posing paints to create eater and spring pictures	Food technology-designing a healthy topping for porridge Evaluate porridge using senses Making and decorating biscuits Make furniture for The Three Bears using junk modelling Using materials for a purpose. Design a shoe for a fairytale character Make an art hat Make a 3D scene from a traditional tale Use junk modelling to create a small object for Thumbelina's house Use pipe cleaners and tissue paper to make a beanstalk	Changing materials: effects of heat on the ingredients to make porridge Selecting materials for a purpose. Discuss properties of materials which make them suitable for different jobs.	Discuss different kinds of homes around the world. Children select a home they would like to live in and explain why	All About Me	Reading facial expressions, describing emotions Hot seating – why did Goldilocks behave that way Why do we say thank you? Discuss stranger danger Would you rather have breakfast with Goldilocks or climb the beanstalk with Jack?  Programming – use of remote controlled vehicles PSHE - Healthy Me	Ball Skills UNIT 1 & 2
<b>Term 5 Growing and Changing</b>	PHONICS (Groups) Read Write Inc. Identify and record the key parts of a story (beginning, middle, end) Character description (Farmer Duck) Label a picture of a plant Use line connectives to retell a story (Hungry Caterpillar) To describe the setting for a story (Owl Babies) Write non-fiction books about nocturnal animals Write a thank you letter.	Number recognition Ordering Counting in 2s, 5s, 10s Sequencing, missing numbers Addition Subtraction Number formation (teen numbers) To recognise doubles and halves To read and plot grid references Work out which operation is needed to solve word problems Days of the week and months of the year Use of tally chart to create block graphs Sorting into categories in a variety of ways	Observational paintings and sketches of flowers Painting symmetrical butterfly pictures Follow step by step instructions to draw an owl	Make a scarecrow by joining lolly sticks Made a 3D lollipop using collage materials Pottery sessions Making owls using cardboard plant pots Salt dough owls with leaves, bark and feathers Making handiuffs and police badges	What do plants need to grow? Plant sunflowers Growth and change-Living Eggs Order the stages of life cycles – butterfly, tadpole Acting out the life cycle of a butterfly using large equipment To compare foods which are grown naturally or produced in a factory Matching adult animals to their young What do living things need to survive Nocturnal and diurnal animals Making habitats for different animals	Make own family tree Visit from Fire Brigade, Police Officers, Doctor Importance of recycling – reduce, reuse, recycle	Around The World	To consider which people help us and what they do  Programming – use of remote controlled vehicles  PSHE - Relationships	Games UNIT 1 & 2
<b>Term 6 Around the World</b>	PHONICS (Groups) Read Write Inc. To write a postcard from a holiday destination To write a message in a bottle Labelling items to take on holiday	Number recognition Ordering Counting in 2s, 5s, 10s Sequencing, missing numbers Addition Subtraction (representation and making own number sentences) Number formation (teen numbers) To recognise doubles and halves Time to the hour and half past Money – investigating different ways to make a given total	Create a treasure map Making lighthouses using transparent paper	Use egg boxes to make a treasure chest Make pirate bandanas, eye patches and hook hands Making 3D porpoises and beach scenes Making 3D hot air balloons Egg box helicopters Choose a filling and make own sandwich	Floating and sinking Class trip to Bracknell Lookout Discovery Centre Number recognition	Map of journey to school Discuss which modes of transport to use for journeys around the world and create map Comparison between England and other European countries Put pictures of bicycles in historical order	Walking in the Jungle	Sports Day – discuss good teamwork, how to be a good winner/loser Transition  Programming – use of remote controlled vehicles PSHE - Changing Me	Wycombe Wanderers Dance UNIT 1