

	Term 1	Term 2	Term 3
Topic title	Magnificent Monarchs	COASTLINE	Movers and Shakers
	HISTORY	GEOGRAPHY	HISTORY
Memorable	English and British monarchy timeline.	[Beach Hut] - Investigating beach huts	Studying a local historically significant person.
experience	[Portraits and Poses] - Analysing paintings Making a 3D Castle.	Coastal Visit to Whitby	[Mix It (Y2)] - Let's mix. [Still Life] - Gallery visit. [Remarkable Recipes] - Exploring where food comes from
Innovate	Magnificent Monarchs board game.	My coastal town.	Significant individual presentation.
challenge	[Portraits and Poses] - Royal portraits hut	[Beach Hut] - Making a beach	[Let's Explore the World] - Geographical enquiry. [Mix It (Y2)] - Colour challenge. [Still Life] - Still life artists. [Remarkable Recipes] - Making a new school meal
First Hand Experiences	Day trip to Manor Castle	2 Day Residential to Whitby	
English	F - Rapunzel (Archaic)  Rapunzel	F - Storm Whale  THE STORM WHALE  Legi Daria	F – Greta and the Giants



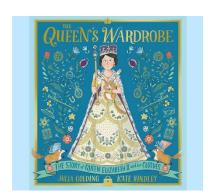
F – The Very Smart Pea and the Princess to Be (Complexity of the Narrator).

VERY SMART PEA
PRINCESS-TO-BE

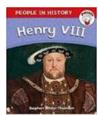
Recount on trip to Manor castle Narrative Traditional Tale Character Description Letter Firework Poetry

F – The Queen's Wardrobe

**Daily Reads** 



NF - Henry VIII people in history



F – Queen Victoria's Bathing Machine

F – Grandad's Island (Complexity of Plot)

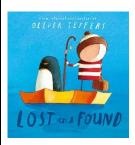


Recount on trip to Whitby Instructions Non – Chronological Report Adventure Narrative

F – The Black Rock



F – Lost and Found (Resistant)



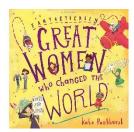
F – Captain Cat

NF – Rosa Parks (Little People, Big Dreams)



Persuasive Poster Newspaper Report Character Description Persuasive Letter

NF – Great Women Who Changed the World.



F – The Great Explorer





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	BATHING MACHINE  BATHIN	Captain Cat	F- Man on the Moon (The day in the life of Bob)  SIMON BARTRAM  MAN THE MOON  (3 day in the life of sob)
Poetry Reads	A First Poetry Book	JULIA DONALDS ON POEMS to PERFORM A claim callectin choice by the Children Laurense  * * * * * * * * * * * * * * * * * * *	ROALD DAHL REVOLTING RHYMES Quentin Blace Qu
	POEMS OUT LOUD!	TIGER TIGER, BURNING BRIGHT!	THE SEED THAT GREW THE TREE A nature poem for every day of the year
Reading	Fiction and Non Fiction Texts	Fiction and Non Fiction Texts	Fiction and Non Fiction Texts
	5 Content domains.	5 Content domains.	5 Content domains.
	5 Content domains.	5 Content domains.	5 Content domains.



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	Retrieval,	Retrieval,	Retrieval,
	Sequencing,	Sequencing,	Sequencing,
	Inferencing,	Inferencing,	Inferencing,
	Predication.	Predication.	Predication.
Maths	Unit 1: Number — number and place value (10 lessons) Unit 2: Number — Addition and subtraction 1 Addition methods, Subtraction methods, Problems (addition and subtraction); (12 lessons) Unit 3: Number — Addition and subtraction 2; (9 lessons) Unit 4: Measurement — Money; ; (9 lessons) Unit 5: Number — Multiplication and division 1; (9 lessons)	Unit 6: Number – Multiplication, Division, Times tables; (9 lessons) Unit 7: Statistics – Construct, read and interpret, Problems (statistics); (7 lessons) Unit 8: Measurement – Length and height, Problems (measurement); (5 lessons) Unit 9: Geometry – Shape, Patterns and symmetry; (12 lessons)	Unit 10: Number – Recognising, finding and making fractions, Equivalence, Counting and calculating fractions; (14 lessons) Unit 11: Geometry – Position, direction and coordinates; (4 lessons) Unit 12: Number – Addition and subtraction, Problem solving and efficient methods; (12 lessons) Unit 13: Measurement – Time; (9 lessons) Unit 14: Measurement – Problems (measurement), Weight and mass, Volume and capacity, Temperature; (10 lessons)
Science	[Animals] This project teaches children about growth in animals by exploring life cycles of some familiar animals. They build on learning about the survival of humans, by identifying the basic needs of animals for survival, including food, water, air and shelter.	[Uses of everyday materials] This project teaches children about how everyday materials are used and how a material's properties make them suitable or unsuitable for specific purposes. They begin to explore how materials, including foods, can be changed, and about creative uses for everyday materials.	[Humans] This project teaches children about the basic needs of humans for survival, including the importance of exercise, nutrition and good hygiene. They learn how human offspring grow and change over time into adulthood.
		[Plants] This project teaches children about the growth of plants from seeds and bulbs. They observe this first hand, recording the changes over time and identifying what plants need to grow and stay healthy.	[Living things and their habitats] This project teaches children about habitats and what a habitat needs to provide. They explore local habitats to identify and name living things and begin to understand how they depend on one another for food and shelter.



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Computing	Computer Skills - Keyboard skills Mouse control.  purple mash	Coding 2.1 Questioning 2.4 Effective Searching 2.5  purple mash	Creating Pictures 2.6 Making Music 2.7 Presenting 2.8  purple mash
Art and Design			
	[Mix It (Y2)] - Primary and secondary colours; Colour wheel; Colour theory. This project teaches children about basic colour theory by studying the colour wheel and colour mixing. It includes an exploration of primary and secondary colours and how artists use colour in their artwork.	[Flower Head] This project teaches children about the visual elements of flowers, including shape, texture, colour, pattern and form. They also explore various artistic methods, including drawing, printmaking and 3-D forms, using paper and clay.	[Still Life] - Still life; Colour study; Compositions. This project teaches children about the work of significant still life artists and still life techniques. They explore a wide variety of still lifes and learn about the use of colour and composition. They create still life arrangements and artwork.
	[Portraits and Poses] - Portraiture; Royal portraits; Sketching; Digital artwork. This project teaches children about portraiture. They analyse the portraits of Tudor monarchs and compare Tudor portraits and selfies today. They use photo editing software to create royal portraits		
Design and Technology	[Push and Pull] - This project teaches children about three types of mechanism: sliders, levers and linkages. They make models of each mechanism before designing and making a greetings card with a moving part.	[Beach Hut] - Structures – strengthening and joining. This project teaches children about making and strengthening structures, including different ways of joining materials.	Sources of Reading [Remarkable Recipes] - food; Kitchen tools; recipes; Hygiene rules; Making a school meal. This project teaches children about sources of food and tools used for food preparation. They also discover why some foods are cooked and learn to read a simple recipe. The children choose and make a new school meal that fulfils specific design criteria.

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Geography	Significant places – royal residences	Maps, globes and atlases; World seas and oceans; Human and physical features; Locational language; Compass directions; Physical processes – erosion; Changes over time; Tourism. This project teaches children about the physical and human features of coastal regions across the United Kingdom, including a detailed exploration of the coastal town of Whitby, in Yorkshire.	[Let's Explore the World] - Using an atlas; Using a compass; Using map keys; Locating the equator, Northern and Southern Hemispheres and North and South Poles; Hot, temperate and cold places; Comparing England to Somalia; Fieldwork. This essential skills and knowledge project teaches children about atlases, maps and cardinal compass points. They learn about the characteristics of the four countries of the United Kingdom and find out why there are hot, temperate and cold places around the world. They also compare England to Somalia. Children carry out fieldwork, collecting primary data in their locality to answer geographical questions.
History	Historical vocabulary; Historical periods; Timelines; Power and rule; Historical artefacts; Significant people - Alfred the Great, William the Conqueror; Henry VIII, Elizabeth I, Queen Victoria, Elizabeth II; Bayeux tapestry; Feudal system; Actions and impact; Historical models. 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.		Historical models; Exploring significance; Local historically significant person; Historical vocabulary; Chronology and timelines; Historically significant artists, activists, explorers, monarchs and scientists; Facts and opinions; Memorials; Significant people – Emmeline Pankhurst, Christopher Columbus, Neil Armstrong, Rosa Parks, Vincent van Gogh. 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



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			featured and use historical models to explore their significance.
Music	[Hands, Feet, Heart] This is a six-week Unit of Work. All the learning is focused around one song: Hands, Feet, Heart. The material presents an integrated approach to music where games, the dimensions of music (pulse, rhythm, pitch etc.), singing and playing instruments are all linked. As well as learning to sing, play, improvise and compose with this song, children will listen and appraise different styles of South African music.  [Ho, Ho, Ho] This is a six-week Unit of Work that builds on previous learning. All the learning is focused around one song: Ho Ho Ho - a Christmas song. You will Listen & Appraise other styles of music and continue to embed the interrelated dimensions of music through games, singing and playing.	. [I Wanna Play In a Band] They will learn to sing, play, improvise and compose with this song, children will listen and appraise classic Rock songs.  [Zootime] This is a six-week Unit of Work. All the learning is focused around one song: Zootime. The material presents an integrated approach to music where games, the interrelated dimensions of music (pulse, rhythm, pitch etc), singing and playing instruments are all linked	[Friendship Song] They will learn that music has a steady pulse. We will learn that rhythms are different to pulses. We will learn that we add high and low sounds, pitch, when we sing and play instruments  [Reflect, Rewind and Replay] This Unit of Work consolidates the learning that has occurred during the year. All the learning is focused around revisiting songs and musical activities, a context for the History of Music and the beginnings of the Language of Music.
PSHE	What makes a good friend?	What jobs do people do?	What helps us grow and stay healthy?
	What is bullying?	What helps us to stay safe?	How do we recognise our feelings?
Physical Education	Personal – Coordination (Autumn 1)  Personal – Static Balance (Autumn 1)  Social – Dynamic Balance to Agility (Autumn 2)	Cognitive – Dynamic Balance (Spring 1)  Cognitive – Static Balance (Spring 1)  Creative – Coordination (Ball Skills) (Spring 2)	Physical – Coordination (Sending and Receiving) (Summer 1)  Physical – Agility (Reaction and Response_ (Summer 1)
	Social – Static Balance (Autumn 2)  Coordination Footwork Static Balance	Creative – Counter Balance (Spring 2)  Coordination Footwork Static Balance	Health and Fitness – Agility (Ball Chasing) (Summer 2) Health and Fitness – Static Balance (Floor Work) (Summer 2)



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	One Leg	One Leg	Coordination
	Dynamic Balance to Agility	Dynamic Balance to Agility	Footwork
	Jumping and Landing	Jumping and Landing	Static Balance
	Static Balance	Static Balance	One Leg
	Seated	Seated	Dynamic Balance to Agility
			Jumping and Landing
	Real PE	Real PE	Static Balance
	Real Gym	Real Gym	Seated
	Badminton	Real Dance	
			Real PE
			Games
			Athletics
RE	Symbols: In what ways are churches, synagogues	Leaders: What makes some people inspiring to	What does it mean to belong?
	important to believers?	others?	Beginning to learn about Jewism: What is it like to be
	How and why do Jews celebrate Hannukah?	Why is the Passover festival important to Jews?	a Jew in Sheffield today?
			Believing: How and why do people pray? (Christians
			and Jewish people)