

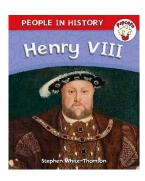
	Term 1	Term 2	Term 3
Topic title	Magnificent Monarchs	COASTLINE	Movers and Shakers
	HISTORY	GEOGRAPHY	
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Memorable experience	English and British monarchy timeline. Making a 3D Castle Dressing up as kings and queens.	Coastal Visit to Whitby.	Studying a local historically significant person.
First Hand Experiences	Day trip to Manor Castle in Sheffield	2 Day Residential to Whitby	Dressing up as Significant People
English	F – Rapunzel (Archaic)	F - Storm Whale	F – Greta and the Giants
	F – The Very Smart Pea and the Princess to Be (Complexity of the Narrator).	F – The Lighthouse Keepers Lunch	GRETA AND DE GLANTS  TOTA TOTA TOTA TOTA TOTA TOTA TOTA T
	(Complexity of the Narrator).	and the same	NF – Amelia Earheart
	VERY SMART PEA  PRINCESS-TO-BE  MINI GREY	THE LIGHTHOUSE KEEPER'S LUNCH 45	Amelia Earhart  Persuasive Poster
	Diary Entry	Non – Chronological Report	Non – Chronological Report
	Poetry Recount on trip to Manor Castle Narrative Traditional Tale Letter	Adventure Narrative Instructions	Leaflet Persuasive Letter

**Daily Reads** 

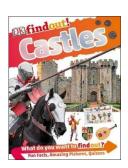
F – The Queen's Hat



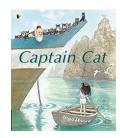
NF - Henry VIII (Popcorn: People in History)



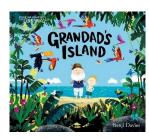
NF - Castles (DKfindout!)



F – Captain Cat



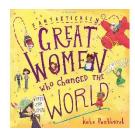
F – Grandad's Island



F - Wave



NF – Great Women Who Changed the World.



F – The Great Explorer



F- Man on the Moon (The day in the life of Bob)





Poetry	P – Smile out Loud	P – Machine Poems	P – Poems Aloud
Reads	P – People Poems  PEOPLE  POEMS  POEM	P- Revolting Rhymes  P-Revolting Rhymes	P — The Owl and the Pussycat  The Owl  Pussy-Cat  What Issued by ILIA DINALISSIN
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.
	Vocabulary,	Vocabulary,	Vocabulary,
	Retrieval,	Retrieval,	Retrieval,
	Sequencing,	Sequencing,	Sequencing,
	Inferencing,	Inferencing,	Inferencing,
	Predication.	Predication.	Predication.
Maths	Unit 1: Number – Numbers to 100 (18 lessons)	Unit 5: Measurement - Money (10 lessons)	Revisit Unit 2 and Unit 5 2 Step Problem Lessons*
	Unit 2: Number – Addition and subtraction 1	Unit 6: Number – Multiplication and Division (1) (8	
	Addition methods, Subtraction methods, Problems	lessons)	Unit 11: Measurement – Time (6 lessons)
	(addition and subtraction); (13 lessons)	Unit 7: Multiplication and Division (2) (10 lessons)	Unit 12: Problem Solving and Efficient Methods (12
	Unit 3: Number – Addition and subtraction 2; (12	Unit 10: Fractions - Recognising, finding and making	lessons)
	lessons)	fractions, Equivalence, Counting and calculating	Unit 13: Geometry – Position, direction and
	Unit 4: Properties of Shapes (12 lessons)	fractions; (13 lessons)	coordinates; (5 lessons)
			Number – Addition and subtraction, Problem solving
			and efficient methods; (12 lessons)



		Unit 8: Measurement – Length and height, Problems	Unit 14: Statistics (7 lessons)
		(measurement); (5 lessons)	
Colomas		Unit 9: Mass, capacity and temperature (8 lessons)	
Science			
	Living Things and Habitats (7 Lessons)	Humans (2 Lesson)	Plant Survival (6 Lessons)
	Pupils are taught to explore and compare the differences between things that are living, dead, and things that have never been alive Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identify and name a variety of plants and animals in their habitats, including microhabitats. Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.	Everyday Materials (6 Lessons)  Pupils are taught to 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.	Pupils are taught to observe and describe how seeds and bulbs grow into mature plants  Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.  Animal Survival (7 Lessons)  Pupils are taught to: _ Notice that animals, including humans, have offspring which grow into adults. Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
	Humans (5 Lessons) Pupils are taught to: Notice that animals, including humans, have offspring which grow into adults Find out about and describe the basic needs of animals, including humans, for survival (water, food and air). Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.		
Computing	Unit 1: Computing systems and networks. IT is	Unit 3: Programming (Robot Algorithm).	Unit 5: Creating media (digital music)
	around us (connecting computers).		
		Unit 4: Data and information (pictograms).	Unit 6: Programming B (programming quizzes)
	Unit 2 Creating media (digital photography).		





	National Centre for Computing Education		
Art and Design			
	Mix It 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 life 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.	Remarkable Recipes - Sources of food; Kitchen tools; Reading 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.
Geography	Significant Places – royal residences	Coastline - 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	Magnificent Monarchs - 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		Movers and Shakers - 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



	an understanding of the monarchs and then research six of the most significant sovereigns.		the world. They will learn to use timelines, stories and historical sources to find out about the people 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.  Little Angel Gots Her Wings With simple songs, as well as a choice between dramatised or narrated versions, 'Little Angel Gets Her Wings' is a delightfully simple Christmas musical for ages 5-7.	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 is bullying?	What jobs do people do? What helps us to stay safe?	What helps us grow and stay healthy?  How do we recognise our feelings?
Physical Education	Personal – Coordination (Autumn 1)  Personal – Static Balance (Autumn 1)  Premier Education: Games: Boccia (Autumn 1)	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 – Dynamic Balance to Agility (Autumn 2)  Social – Static Balance (Autumn 2)  Personal - Floor Work, Apparatus and Sequence Development (Autumn 2)	Creative – Counter Balance (Spring 2)  Personal – Develop Shapes & Circles (Spring 1)	Health and Fitness – Agility (Ball Chasing) (Summer 2)  Health and Fitness – Static Balance (Floor Work) (Summer 2)  Orienteering  Athletics
RE Sheffield Agreed Syllabus	Who is Muslim and how do they live? (Part 1)  Why does Christmas matter to Christians?	Who is Muslim and how do they live? (Part 2) Why does Easter matter to Christians?	What is the good news Christians 'say' Jesus brings? What makes some places sacred to believers?