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|  | **TERM 1** | **TERM 2** | **TERM 3** | **TERM 4** | **TERM 5** | **TERM 6** |
| **ENGLISH** | **The Dragon Machine**  **George and the Dragon**  Defeating a monster tale  **Charlie and the Chocolate Factory**  Instructions  *Recipe to make a chocolate bar.* | **Letter Writing**  *Letters to service personnel.*  **Chocolate Cake**  *Senses poetry*  **T’was the Night Before Christmas** | **Little Red Riding Hood**  Warning tale  *Building suspense.*  **Reports**  *Newspaper reports based on the story of Little Red Riding Hood.* | **The Great Kapok Tree**  Transformation tale  **Persuasive Writing**  *Persuasive letter to stop deforestation.* | **Axe Soup by Pie Corbett** | **Malala’s Magic Pencil by Malala Yousafzai** |
| **MATHS** | **Place Value**  **Numbers to 100**  *Counting, place value, comparing, number bonds and patterns with numbers up to 100*  **Addition**  *Addition using number bond diagrams and column method, including addition that involves renaming*  **Subtraction**  *Subtraction using number bond diagrams and column method, including subtraction that involves renaming* | **Multiplication of 2, 5 and 10**  *2, 5 and 10 Times Table, patterns in multiplication, commutative law and solving multiplication word problems*  **Multiplication and Division of 2, 5 and 10**  *Grouping and sharing, dividing by 2, 5 and 10, link between multiplication and division, solving division word problems and odd and even numbers* | ***Length and Mass***  *Measuring and comparing between different units (cm, m, g, kg) and solving word measurement word problems*  **Temperature**  *Measuring and estimating temperature (°C)*  **Picture Graphs**  *Read, interpret, analyse and construct picture graphs*  **Money**  *Writing and counting amounts of money in £ and p, exchanging and comparing money, calculating change and solving money word problems* | **Two-Dimensional Shapes**  *Naming 2D shapes and their properties (sides, vertices and lines of symmetry), drawing, moving and turning shapes and making patterns using 2D shapes*  *Not completed T1*  **Three-Dimensional Shapes**  *Naming 3D shapes and their properties (faces, vertices and edges), forming 3D shapes from nets and making patterns using 3D shapes*  **Solving Word Problems**  *Addition and subtraction word problems, using bar modelling* | **Fractions**  *Naming and counting wholes and parts (halves, quarters and thirds) findings fractions of whole numbers, shapes and quantities and comparing and ordering fractions*  **Time**  *Telling and writing time to 5-minute intervals, sequencing by time, analogue clock and finding durations of time and start and end times*  **Volume**  *Measuring and comparing between different units (cm, m & ml, l) and solving word measurement word problems* | *Revision of key concepts ahead to KS2* |
| **RE** | **What do Christians believe God is like?** *Creation/Fall* | **Why does Christmas matter to Christians?**  *Incarnation* | **What is the Good News that Jesus brings?**  *Gospel* | **Why does Easter matter to Christians?**  *Salvation* | **Who is a Muslim and what do they believe?**  *Islam* | |
| **SCIENCE** | **Uses of Everyday Materials**  *‘Which material is best for the bottom of children’s school shoes?’*  **Uses of Everyday Materials**  *‘Which type of surface make an object travel furthest? The least?’* | | **Animals including Humans**  *‘What can a baby elephant do that a baby human can’t?’* | **Plants**  *‘Do plants make new little plants?’ What would have happened to Jack in the beanstalk if he had lived in the Arctic?’’* | | **Living things and their habitat**  *‘Is a flame a living thing?’* |
| **COMPUTING** | **How do we use technology respectfully and safely?**  *Online Safety* | **Where do we use technology in our everyday lives?**  *What is a Computer?*  **How do we use technology to present our ideas?**  *Word Processing* | **How do we purposefully use technology to create for an audience?**  *Stop Motion* | **How can technology be used to collect and present data?**  *International Space Station* | **How can technology be used to give instructions?**  *Algorithms and debugging* | **How can technology be used to give instructions?**  *Programming: Scratch Jr* |
| **HISTORY** | **Tonbridge Castle** | |  |  | **Powerful Voices** | |
| **GEOGRAPHY** |  |  | **Spatial Sense**  *Maps – drawing, looking at and using maps of the school and local area map, locations on a globe or world map, the equator* | **Comparison with non-European country**  *The seven continents and five oceans; London; The Amazon Rainforest* |  |  |
| **ART** | **Colour and Shape**  *Paint tints and shades; sculptures from organic shapes* |  | **Portraits and Self-portraits**  *Sketching; paint mixing to create a series of self-portraits and portraits* |  | **South American Art**  Modelling clay  Colour and shapes in collage  Textured materials in a collagraph |  |

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| **DESIGN AND TECHNOLOGY** | **Textiles:**  **Templates and joining techniques**  *Puppets* |  |  |  |  | **Mechanisms:**  **Ferris wheel** |
| **MUSIC** | **Nativity**  *Singing* | | **Hands, Feet, Heart**  *South African music* | | **I wanna play in a band**  *Rock music and movement* | |
| **PE** | **Attack, Defend, Shoot (Unit 1)**  **Hit, Catch, Run (Unit 1)** | **Dance**  **(Unit 1)**  **Gymnastics**  **(Unit 1)** | **Send and Return**  **(Unit 1)**  **Run, Throw, Jump**  **(Unit 1)** | **Attack, Defend, Shoot**  **(Unit 2)**  **Hit, Catch, Run**  **(Unit 2)** | **Athletics (Sports Day)**  **Gymnastics (Unit 2)** | **Forest School**  **Run, Throw, Jump**  **(Unit 2)** |
| **PSHE** | **Relationships**  *Family and Relationships* | **Living in the Wider World**  *Citizenship* | **Living in the Wider World**  *Economic Wellbeing* | **Health and Wellbeing**  *Health and Wellbeing* | **Health and Wellbeing**  *Safety and the Changing Body*  **Transition**  *Year 2 Transition* | |