

Year 1	Autumn 1 (Ourselves)	Autumn 2 (Toys)	Spring 1 (Space)	Spring 2 (Transport)	Summer 1 (Homes)	Summer 2 (Pirates)
Reading	Topic based books.	Topic based books.	Topic based books.	Topic based books.	Topic based books.	Topic based books.
Books	1. Elmer. 2. Gingerbread man. 3. The Gruffalo. 4. Handa's surprise. 5. Mama Panya's pancakes.	1. Lost in the Toy museum. 2. Thread Bear. 3. Dogger 4. Knuffle Bunny 5. Monkey and Me.	1. Red riding hood. 2. The Aliens are coming. 3. Baby brains. 4. Q Pootle 5. 5. Aliens love underpants.	1. Whatever next? 2. Room on the broom. 3. Mr Gumpy's outing. 4. Oi! Get off our train. 5. Bear Hunt.	1. 3 little pigs. 2. Stick Man. 3. Peace at Last. 4. 5 minutes Peace. 5. The Gruffalo's child. 6. Farmer Duck.	1. The Night Pirates. 2. Pirates love underpants. 3. The Pirate Cruncher. 4. The Pirates next door.
Spelling	HFW First 100	HFW First 100	HFW 200	HFW 200	HFW 300	HFW 300
Phonics	Phase 4 (1 st 4 weeks) Phase 5	Phase 5	Phase 5	Phase 5	Phase 5	Phase 5
Writing	Traditional tales (2 weeks) Poetry (1 week) Stories from a range of cultures (3 weeks) Familiar Settings(weeks)	Labels, lists and captions (1 week) Stories from familiar settings (3 weeks)	Fantasy worlds. (3 weeks.) Traditional tales (2 weeks) Dictionary/Information texts (1 week)	Poetry and rhyme (2 weeks) Stories from familiar settings (3 weeks)	Stories from familiar settings (3 weeks) Traditional tales (3 weeks)	Fantasy worlds (4 weeks.) Poetry (2 weeks)
RE	Creation Succot Harvest festival	Festivals of light, Hanukah, candles, Jesus light of the world	Welcoming babies, different faiths.	Origins of Mother's day, Lent, Mardis Gras	Gurdwara, Arti flame, What's in the Bible? The chalice, religion around us.	Bells, silence, songs of praise, The mustard seed, the vineyard owner, story of Noah, messages of peace
Science	Animals including humans	Push & Pull	Light	Materials and Properties	Plants	Seasons
History/Geography	Geography: Name/locate four countries in UK and capital cities of the UK using atlases and globes	History: (TOYS) Changes in living memory.	History: Significant figures	Geography: Basic geographical vocabulary referring to local and familiar features.	History:(HOMES) Changes in living memory.	Geography: Compass points.

Art	Art- Collage	DT-Structures	Art-Printing	Art-Drawing	DT-Food Understand where food comes from	Art-painting
PE	Apparatus	Music and Dance	Key Basic skills- running, jumping ,climbing	Music and Movement	Apparatus/balance/agility coordination	Team games
Music	<p><i>Singing with control and expression:</i> development of the singing voice through listening skills, aural memory and physical skills.</p> <p><i>Exploring sounds:</i> children make a variety of sounds with their voices, bodies, instruments, and learn how these sounds can be changed.</p>	<p><i>Singing with control and expression:</i> development of the singing voice through listening skills, aural memory and physical skills.</p> <p><i>Exploring sounds:</i> children make a variety of sounds with their voices, bodies, instruments, and learn how these sounds can be changed.</p>	<p><i>Singing with control and expression:</i> development of the singing voice through listening skills, aural memory and physical skills.</p> <p><i>Exploring duration:</i> children explore the duration of vocal and instrumental sounds. They play tuned and un-tuned instruments with control, paying attention to tempo.</p>	<p><i>Singing with control and expression:</i> development of the singing voice through listening skills, aural memory and physical skills.</p> <p><i>Exploring duration:</i> children explore the duration of vocal and instrumental sounds. They play tuned and un-tuned instruments with control, paying attention to tempo.</p>	<p><i>Singing with control and expression:</i> development of the singing voice through listening skills, aural memory and physical skills.</p> <p><i>Exploring pulse and rhythm:</i> children use songs and activities to develop confidence in singing and playing to a common pulse. They respond to and explore changes of tempo and repeat or create simple rhythmic patterns.</p>	<p><i>Singing with control and expression:</i> development of the singing voice through listening skills, aural memory and physical skills.</p> <p><i>Exploring pulse and rhythm:</i> children use songs and activities to develop confidence in singing and playing to a common pulse. They respond to and explore changes of tempo and create simple rhythmic patterns.</p>
Computing In process of being updated	We are storytellers: Produce a talking book.	We are painters: Illustrate an e-book.	We are collectors: Finding images using the web.	We are celebrating: Creating an e-card.	We are TV chefs: Filming a recipe.	We are treasure hunters: Using programmable toys.
Maths	Number and place value Addition Subtraction Geometry Measures	Number and place value Addition and Subtraction Multiplication and division Fractions Geometry Measures	Number and place value Addition and subtraction Multiplication and division Geometry Measures	Number and place value Addition and subtraction Multiplication and division Fractions Geometry Measures	Number and place value Addition and subtraction Multiplication and division Fractions Geometry Measures	Number and place value Addition and subtraction Fractions Geometry Measures Solving data and problems

<p>Number/Calculation *Count in 1s, 2s, 5s and 10s * Know number bonds to 10 * Identify 'one more' and 'one less' * Read & write numbers to 20 * Use language, e.g. 'more than', 'most'</p> <p>Geometry & Measures * Order & arrange objects * Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest * Recognise & name common 2-d * Recognise coins & notes *Use time & ordering vocabulary</p>	<p>Number/Calculation *Count in 1s, 2s, 5s and 10s * Know number bonds to 10 * Identify 'one more' and 'one less' * Read & write numbers to 20 * Use +, - and = symbols * add and subtract one-digit numbers. Use language, e.g. 'more than', 'most'</p> <p>Geometry & Measures * Recognise & name common 2-d * Recognise coins & notes</p> <p>Fractions Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$</p>	<p>Number/Calculation *Count in 1s, 2s, 5s and 10s *Know number bonds to 20 * Use +, - and = symbols * add and subtract one-digit and two-digit numbers to 20, including zero Use language, e.g. 'more than', 'most' * Count to / across 100</p> <p>Geometry & Measures * Recognise coins & notes * Use language of days, weeks, months & years</p> <p>Fractions Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$</p>	<p>Number/Calculation *Count in 1s, 2s, 5s and 10s *Know number bonds to 20 * Use +, - and = symbols * add and subtract one-digit and two-digit numbers to 20, including zero Use language, e.g. 'more than', 'most' * Count to / across 100</p> <p>Geometry & Measures * Begin to measure length, capacity, weight * Recognise coins & notes</p> <p>Fractions Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$</p>	<p>Number/Calculation *Count in 1s, 2s, 5s and 10s *Know number bonds to 20 * Use +, - and = symbols * add and subtract one-digit and two-digit numbers to 20, including zero Use language, e.g. 'more than', 'most' * Solve one-step problems, including simple arrays * Count to / across 100</p> <p>Geometry & Measures * Begin to measure length, capacity, weight * Describe position & movement, including half and quarter turns * Recognise & name common 2-d and 3-d shapes * Recognise coins & notes *Tell the time to hour/half-hour</p> <p>Fractions Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$</p>	<p>Number/Calculation *Count in 1s, 2s, 5s and 10s * Know number bonds to 20 * Use +, - and = symbols * add and subtract one-digit and two-digit numbers to 20, including zero Use language, e.g. 'more than', 'most' * Solve one-step problems, including simple arrays * Count to / across 100</p> <p>Geometry & Measures * Begin to measure length, capacity, weight * Describe position & movement, including half and quarter turns * Recognise coins & notes</p>
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