

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
RE	Developing an appreciation of Creation Reflecting upon the need to praise and thank God. Baptism The Mass The Wedding at Cana and other celebrations in the life of Jesus	Developing an understanding of prayer as a special way of spending time with God. Advent as a time of waiting and preparation for the celebration of Jesus' birth at Christmas	Epiphany and the need to say thank you. Developing an understanding of Jesus as teacher and healer. Understanding the importance of forgiveness in our daily lives.	Lent and Holy Week	Easter Pentecost Understanding May as a month in which we celebrate Mary. The Road to Emmaus story.	Pentecost and the Holy Spirit
Phonics	Phase 1 - 2 Letters and Sounds / Phonicsplay.	Phase 2 Letters and Sounds / Phonicsplay.	Phase 2 - 3 Letters and Sounds / Phonicsplay.	Phase 2 - 3 Letters and Sounds / Phonicsplay.	Phase 3 Letters and Sounds / Phonicsplay.	Phase 3 - 4 Letters and Sounds / Phonicsplay.
Science	Animals including humans. Who Am I? What do I like to eat? What do I look like? What do Pets Eat and Drink?	Animals including humans. The sense of touch The sense of smell Body parts	Seasonal Changes Winter Recording Winter weather Signs of Winter Winter twigs	Everyday materials Everyday materials Waterproof materials Which materials float? Which materials sink?	Plants Trees through the Seasons Varieties of plant life Planting seeds	Seasonal Changes Spring/Summer Signs of Spring New growth in Spring Signs of Summer Flowers that bloom in the Summer
Learning Journey	<u>Into The Woods</u> What is a wood? What animals would you see? What do their homes look like? Are bears real? Looking at old and new teddy bears.	<u>Into The Woods</u> What is light? What makes it dark? Owls Sounds animals make- nocturnal and day animals	<u>Turrets and Tiaras</u> What does a castle look like? Who lives in a castle? Why do they have flags? Who worked in the castle? William the Conquer	<u>Turrets and Tiaras</u> Are dragons real? Animals that come from eggs What is a knight? What is a Princess? Fire safety	<u>Beside The Seaside</u> What is a lighthouse? Where would you find a lighthouse? What is it like inside a lighthouse? Food groups	<u>Beside The Seaside</u> The history of the seaside Punch and Judy Beach huts How is the seaside different to Sedgley?

Music	Sing a variety of songs and chant rhymes. Clap and tap rhythmic patterns. Create a range of different sounds	Sing and perform with others in a musical production/story. Follow instructions when singing with others.	Listen and respond to two different pieces of music; describe the mood of a piece	Use voice to sing songs with expression Compare voices and instrumental sounds; which sounds are similar/opposites	Use terms louder and quieter to describe changes in a piece of music Create a sequence of sounds	Recognise simple structure of songs eg. verse; chorus Listen to and copy a very simple melodic pattern
Art	Create a Teddy Portrait	Draw some dark and light places	Drawings/paintings of castles	Paintings of dragons	Printing with salad foods	Creating a seaside picture
DT	Cooking Making a collage of a woodland creature	Cooking Designing and making a pair of sunglasses	Cooking Making and designing their own shield	Cooking Collage a knight in armour	Cooking Make fruit salad	Cooking
Computing	Digital Literacy Manipulating images, pictures and photographs.	Computer Science Introduce algorithms (instructions), simple programming (coding).	Information Technology E-safety, researching encyclopaedias, presenting information.	Computer Science Continue writing simple programmes using Logo, 2Code or J2E coding.	Information Technology Visualising, sequencing and recording stories using images and sounds.	Digital Literacy Design and make End of Term cards or Hello cards for their next teacher.
PE	Gym Unit D Flight - Bouncing, jumping and landing Games Unit 1 focus on ball skills and games	Dance Unit 1 Patterns and shapes Gym Unit E Points and Patches	Gym Unit F Rocking and rolling Games Unit 2 throwing and catching - aiming games	Dance Unit 2 Rhythmic Patterns Games Unit 3 bat/ball skills and games skipping	Dance Unit 3 Moods and feelings Games Unit 4 developing partner work	Gym Unit G Wide - Narrow - Curled Athletics Unit 1