

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>RE</b>	Know that there are two parts to the Bible. Know stories from the Old Testament who were called into friendship with God e.g. Noah's Ark, Abraham. Recognise that psalms are special songs of praise Understand from the Old Testament we can discover important images of God for Christians today	The meaning of Advent. What the wreath symbolises. The story of Zechariah and Elizabeth. The Annunciation. The Christmas story.	Miracles What is a parable The Sacrament of Baptism. The Sacrament of Marriage.	Lent Parable of the lost sheep Forgiveness Holy Week Last Supper Holy Weeks	The Easter Story Symbols of Easter e.g. Paschal Candle The story of the journey to Emmaus. Pentecost	The meaning of the word community. The people who work in our Parish and their roles. The lives of St Peter and St Paul The Mass-including lectionary, lectern and homily.
<b>Phonics</b>	Letters and Sounds Groups working to phases.	Letters and Sounds Groups working to phases.	Letters and Sounds Groups working to phases.	Letters and Sounds Groups working to phases.	Letters and Sounds Groups working to phases.	Letters and Sounds Groups working to phases.
<b>Science</b>	Use of everyday materials Properties of materials Which objects can change shape? What happens to bread when it is heated? Natural and manmade materials Plants		Children observe inside seeds and bulbs and describe how they grow into mature plants. They find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. Find seeds in the local environment	Sound Sources of sound How can you make sounds louder and softer? What makes the best string telephone	Animals including humans Discuss how animals have offspring that grow into adults & think about how children have changed since they were babies. Look at various life cycles & find out what animals need to survive. Study balanced diets & exercise, which help keep humans fit & healthy	All living things and their habitats. Sorting animals and plants Matching animals and plants to particular environments Why are certain animals and plants suited to particular environments

<b>Learning Journey</b>	<b>Mumbai Magic</b> Where is India? Indian Food Clothing Homes Diwali Explore jobs in India Create clay puts based on Indian designs		<b>Fire and Ice</b> Locating places on a map Comparing physical features of places and observing physical changes in materials Fire safety		<b>It's a bugs life</b> Habitats Living things	
<b>Music</b>	Play and create rhythmic patterns.	Sing new melodies with accurate pitch.  Perform with others for a musical production.	Recognise simple structure in a piece of music.  Create a variety of sounds.  Sequence sounds to create an effect.	Recognise musical repetitions in melodies.  Use symbols to represent sounds.  Follow directions to play instruments.	Recognise and describe changes in pitch.  Create long/ short sounds on instruments.	Recognise simple notation and play a range of tuned instruments.  Play a simple accompaniment.
<b>Art</b>	Printing Rubbings and pressing		Collage Using a variety of materials	Painting Different landscapes	Textiles Sock puppets	Drawing Still life drawings of animals and plants Sculpture Clay animals
<b>DT</b>	Food- Measuring and weighing food, cooking ingredients. Cooking	Compare and contrast automobiles.  Cooking	Design, create and evaluate a snowmobile.  Cooking	Design and make a clay tile of a bug.  Cooking	Design and make a material starfish.  Cooking	Design a boat choosing materials.
<b>Computing</b>	Presenting information-word/publisher, changing font, size and colour.	Inserting clipart.	Super Slideshows  Research, create and present slides.	Brilliant Beebots.  Understanding, drawing and programming beebots.	Perfect Posters  Basic skills, making, editing and evaluating.	Let's Animate Creating animations. Developing backgrounds and characters. Animating a character on a background.

<b>PE</b>	<p>Games Unit 1 throwing and catching - inventing games</p> <p>Gym Unit H Parts High and Parts Low</p>	<p>Dance Unit 1 Levels directions and speeds</p> <p>Dance Unit 2 Contrast in shape and size</p>	<p>Games Unit 2 making up a game</p> <p>Gym Unit I Pathways, straight, Zig-Zag and curving</p>	<p>Games Unit 3 dribbling, kicking and hitting</p> <p>Gym Unit J Turning, Spinning, Twisting</p>	<p>Games Unit 4 group games and inventing rules</p> <p>Dance Unit 3 Partner dancing</p>	<p>Athletics Unit 1</p> <p>Gym Unit K Linking movements Together</p>
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