

Let's look in depth.

Cycle 2	Autumn		Spring		Summer	
	1	2	3	4	5	6
	Who can I ask?	How do we celebrate?	Let's get lost in a book	How can we help the planet?	How does it start?	Let's be artists!
<b>Maths</b>	EYFS Developing number sense  Y1 curriculum Place value within 10. Addition and subtraction within 10.  Y2 curriculum Place value within 100. Addition and subtraction within 20.	EYFS Developing number sense Measures - length  Y1 curriculum Addition and subtraction within 10. Number and place value within 20. Measurement - length and height.  Y2 curriculum Place value within 100. Measurement - length, height and temperature.	EYFS Developing number sense  Y1 curriculum Addition and subtraction within 20. Place value within 50.  Y2 curriculum Addition and subtraction within 100.	EYFS Developing number sense Measures - capacity  Y1 curriculum Multiplication and division. Measurement - mass and capacity. Statistics.  Y2 curriculum Multiplication and division. Measurement - mass and capacity.	EYFS Developing number sense Position  Y1 curriculum Multiplication and division. Fractions. Geometry - position and direction.  Y2 curriculum Multiplication and division. Fractions. Geometry - position and direction.	EYFS Developing number sense Measures - time  Y1 curriculum Place value within 100. Measurement - money and time.  Y2 curriculum Place value within 100. Measurement - money and time.
<b>Literacy</b>	Write to inform	Write to entertain	Write to entertain	Write to persuade	Write to inform	Write to inform
<b>SPaG</b>	The alphabet Capital letters and full stops High frequency words Nouns	Verbs Adjectives Suffix - <u>ed</u> High frequency words Correct use of tenses	Adjectives, extending vocabulary: homophones, similes etc Suffix - <u>er</u> High frequency words Co-ordination - <u>or/and/but</u> Plurals - <u>s/es</u>	Rhyming words, word families and simple letter patterns. High frequency words Sentences of different forms: statement, question, exclamation and command	Extending sentences using connectives and WOW words. High frequency words Suffixes - <u>ing</u> Subordination - <u>when/if/that/because</u>	Punctuation(write questions to the artist with correct punctuation). Correct use of tenses. Prefixes - <u>un</u> High frequency words
<b>Science</b>	Seasonal changes: Autumn and Humans	Light and Dark Sound	Let's investigate - skills focus Seasonal changes: Winter	Materials Seasonal changes: Spring	Animals (life cycles)	Plants Seasonal changes - Summer
<b>ICT</b>	<b>What is a computer?</b> • Everyday Technology • What is the Internet <b>Programming &amp; Algorithms</b> • Sorting • Bee-bot mat around 'our community'.	<b>Communication: multimedia</b> • Films & videos • Sound and music <b>Communication: data</b> • Pictograms & charts - collect information for a class birthday. <b>Programming &amp; Algorithms</b> • Sequencing instructions and finding patterns - sequencing instructions for making a cake and decorating the cake.	<b>Communication: multimedia</b> • ebooks <b>Programming &amp; Algorithms</b> • Story characters, heroes and villains Bee-Bot mat. • Sort Heroes and villains • Bubble sort: top trump category.	<b>Communication: multimedia</b> • Digital art (with text) e.g. create a picture of our environment/world/planet. • Sound and music e.g. sounds in our environment/planet. <b>Communication: data</b> • Collect, sort and present data about recycling. • Sorting materials and objects in our environment. <b>Programming &amp; Algorithms</b> • Bee-Bot mat and positional language around 'our planet' mats. • Build a journey, maze for the Bee-Bot.	<b>Communication: multimedia</b> • Posters and presentations • Photographs • Films and videos <b>Communication: data</b> • Counting/ sorting animals • Branching database to identify animals • Pictogram of farm animals <b>Programming &amp; Algorithms</b> • Sorting algorithms - animals • Bee-Bot farm mat	<b>Communication: multimedia</b> • Digital art • Photographs <b>Communication: data</b> • Sorting different materials and objects • Identifying objects and materials - branching database <b>Programming &amp; Algorithms</b> • Finding patterns & sorting algorithms • Build a maze for a Bee-Bot out of different materials.
<b>PSHE</b>	The world I live in: different jobs in school and the wider community	Self-care, support and safety: keeping safe	Self-care, support and safety: personal belongings	The world I live in: Taking Care of the Environment <i>Looking after the Environment</i>	Relationships: Changing and growing	Self-awareness: Ready to listen and take part
<b>RSE</b>						
<b>History</b>	The lives of significant individuals in the past who have contributed to national and international achievements. E.g. Mary Seacole, Florence Nightingale, Nelson Mandela, Emmeline Pankhurst, Rosa Parks, G Stephenson & I K Brunel	Events beyond living memory that are significant nationally or globally. E.g. Guy Fawkes, Christmas past and present	Geography focus	Geography focus	Learn how farming has changed over time.	Geography focus
<b>Geography</b>	History focus	History focus	Name, locate and identify characteristics of the 4 countries and capital cities of the UK and it's surrounding sea.	Contrasting location HAVANA - where it is, traditional activities, art, food, cars, buildings.	History focus	Use basic geograpy vocabulary to refer to key physical features including beach, cliff, coast, forest, hill, mountain, poles, equator, weather, climate. Identify seasonal & daily weather patterns and the location of hot and cold areas of the world in relation to the equator and the poles
<b>RE</b>	Learning about religion and belief in our community Harvest, sukkot,	Festivals of Light - including Christmas and Diwali, Remembrance Day, Hanukah, Marriage and	Key features of christianity, Chinese New Year	Easter, Holi and Passover	Learning about other religions - Judaism	Baisaki- sikh, Eid, World Humanist Day
<b>Music</b>	Recognise sounds in the environment. Dynamics - loud and soft sounds.	Rhythm and pulse.	Explore and describe sounds made to create sound stories.	Pitch - high and low sounds	Long and short sounds.	Tempo - fast and slow sounds.
<b>DT</b>	Food technology: potatoes and language of tools and processes Food that is safe to eat.	Fabric - faces: different fabrics, manipulating and joining, puppets	Mechanisms - moving pictures (pushes, pulls and levers), wheels and axels.	Structures - homes, playgrounds etc.	Food technology: fruit and knife skills, hygiene.	Packaging focus - graphic design
<b>PE</b>	Balance: gym and dance	Strengthening: climbing and weight bearing	Motor Planning: circuits, obstacle courses, sequencing, targets	Bilateral Coordination: using two hands, scooter boards, pulling along benches, swimming?	Hand Eye Coordination: racket and ball activities and games	Team Skills and athletics
<b>Art</b>	Colours (painting)	Texture (weaving, stitching, dyeing etc)	Pattern (painting, printing, dyeing, rubbing, embossed etc)	Drawing ( pencil,wax, chalk, ink, pen, brushes)	Shape 2D experience (collage)	Form 3D experience (sculpture, rigid and malleable materials) Know about great artists, craft makers and designers and begin to talk about the historical and cultural development of art forms.
<b>Life Skills Check</b>	Health and safety Community Money unit	November: Road safety unit December: Wrap a present unit	Time	Community	Hygiene	Safety scooter training, bikability, safety at the beach, sun safety
<b>EYFS</b>	In Early Years the topics give context to the curriculum taught and the activities are designed to support the development of pupils across the prime and specific areas of the EYFS Development Matters 2020					