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Phonics	RWI Oct Half Term – Purple Group -Speedily recognise all set 1 sounds -Read most words including pseudo words with set 1 sounds.	RWI End of December – Pink Group -Recognise Set 2 sounds ay, ee, igh, ow, oo and oo speedilyRead most words including pseudo words with these sounds.	RWI End of Feb half term – Orange Group - Recognise Set 2 sounds ar, or, air, ir, ou and oy speedily Read most words including pseudo words with these sounds.	RWI Easter and May half term – Yellow Group -Read most words including pseudo words with all Set 2 sounds.	RWI Easter and May half term – Yellow Group -Read most words including pseudo words with all Set 2 sounds.	RWI End of Summer term – Blue Group -Recognise Set 3 Sounds a-e, ea, i-e, o- e, u-e, oi speedilyRead most words including Pseudo words with these sounds inRead 60-70+ wpmAttempts to read with intonation to show comprehension.
English	Benji Davies, <i>On a</i> Sudden Hill Janet and Allan Ahlberg, Funny Bones Michael Rosen, We're Going on a Bear Hunt David Axtell, We're Going on a Lion Hunt	Taditional tale-Jack and the Beanstalk "Autumn leaves" (poem) Bell Chanda and Carol V. Aebersold, The Elf on the Shelf	Alexis Deacon, Beegu Allan Ahlberg, The Jolly Postman Emily Gravett, The Wolf Won't Bite Non-fiction books on animals	Kate Messner, How to Write a Story Brian P. Cleary, Bow-Tie Pasta: Acrostic Poems Simon Bartram, Man on the Moon	Julia Donaldson, Room on the Broom Julia Donaldson, Zog Calligrams (shape poems) Michael Bond, Paddington Bear	Simon James, Dear Greenpeace Joe Todd Stanton, The Secret of Black Rock Margery William, The Velveteen Rabbit
Grammar	Combining words to form sentences. Separate words in a sentence	Use capital letters for names and the personal pronoun I.	Punctuate sentences using capital letters, full stops, exclamation marks and question marks.	Identify nouns, verbs and adjectives.	Use and understand the prefix 'un' with verbs and adjectives (e.g. untie, unhappy).	Use the suffixes –s and –es for regular plurals nouns. Use the suffixes – ing, -er and –ed for verbs (without

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						changing the root word e.g. help).
						J 1,
	Number: Place Value	Number: Addition and	Number: Addition and	Number: Place Value	Number: Multiplication	Number: Place Value
	within 10	Subtraction within 10	Subtraction within 20.	within 50 (inc. multiples	and Division (inc.	within 100
			Place Value within 50	of 2, 5, 10)	reinforce multiples of 2,	
	Count to ten, forwards	Geometry: Shape	(inc. multiples of 2, 5,		5, 10). Fractions	Measurement: Money
	and backwards, beginning		10)	Measurement: Length,		and Time
	with 0 or 1, or from any	Add and subtract one digit		Height, Weight and	Geometry: Position and	
	given number. Count,	numbers to 10, including	Represent and use	Volume.	Direction	Count to and across 100,
	read and write numbers to	zero.	number bonds and	Management to a sign An	Occupation resulting to a set	forwards and backwards,
	10 in numerals and	Calva and atan problems	related subtraction facts	Measure and begin to	Count in multiples of	beginning with 0 or 1, or
	words. Given a number,	Solve one step problems that involve addition and	within 20 Read, write and	record lengths and	twos, fives and tens.	from any given number.
	identify one more or one	subtraction, using	interpret mathematical	heights. Compare, describe and solve	Solve one step problems involving multiplication	Count, read and write numbers to 100 in
	less. Identify and represent numbers using	concrete objects and	statements involving addition (+), subtraction (-	practical problems for:	and division, by	numerals. Given a
Mathematics	objects and pictorial	pictorial representations) and equals (=) signs.	lengths and heights (for	calculating the answer	number, identify one more
	representations including	and missing number	Add and subtract one-	example, long/short,	using concrete objects,	and one less. Identify and
(White Rose)	the number line, and use	problems.	digit and two-digit	longer/shorter, tall/short,	pictorial representations	represent numbers using
	the language of: equal to,		numbers to 20, including	double/half)	and arrays with the	objects and pictorial
	more than, less than	Recognise and name	zero. Solve one step	,	support of the teacher.	representations including
	(fewer), most, least.	common 2-D shapes,	problems that involve	Measure and begin to		the number line, and use
		including: (for example,	addition and subtraction,	record mass/weight,	Recognise, find and name	the language of: equal to,
	Represent and use	rectangles (including	using concrete objects	capacity and volume.	a half as one of two equal	more than, less than,
	number bonds and	squares), circles and	and pictorial	Compare, describe and	parts of an object, shape	most, least.
	related subtraction facts within 10.	triangles) Recognise and	representations, and	solve practical problems	or quantity. Recognise,	
	within iv.	name common 3-D	missing number problems	for mass/weight: [for	find and name a quarter	Recognise and know the
	Read, write and interpret	shapes, including: (for	such as $7 = \square - 9$.	example, heavy/light,	as one of four equal parts	value of different
	mathematical statements	example, cuboids		heavier than, lighter than];	of an object, shape or	denominations of coins
	involving addition (+), subtraction (-) and equals	(including cubes),	Count to 50 forwards and	capacity and volume [for	quantity. Compare,	and notes.
	(=) signs.	pyramids and spheres.)	backwards, beginning	example, full/empty, more	describe and solve	
	() - 9		with 0 or 1, or from any		practical problems for:	

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		Count to twenty, forwards and backwards, beginning with 0 or 1, from any given number. Count, read and write numbers to 20 in numerals and words. Given a number, identify one more or one less. Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.	number. Count, read and write numbers to 50 in numerals. Given a number, identify one more or one less.	than, less than, half, half full, quarter]	lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) Compare, describe and solve practical problems for: mass/weight [for example, heavy/light, heavier than, lighter than]; capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] Describe position, direction and movement, including whole, half, quarter and three quarter turns.	Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. Recognise and use language relating to dates, including days of the week, weeks, months and years. Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. Compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later] Measure and begin to record time (hours,
Science (CUSP)	Plants Identify and name a variety of common wild and garden plants. Identify and describe the basic structure of a variety of common flowering plants, including trees. Observe how plants grow.		Materials Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. Describe the simple physical properties of a		Animals, including Humans Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. Identify and name a variety of common animals.	

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	Predict how a plant will grow in different conditions. Skills Observing, classifying, measuring, predict		variety of everyday materials. Compare and group together a variety of everyday materials on the basis of their simple physical properties. Skills Classifying, communicating, inferring		Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets). Skills Classifying, communicating	
	We are treasure Hunters	We are TV chefs	We are painters	We are collectors	We are story tellers	We are celebrating
Computing (Kapow)	Using programmable toys. • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. • Create and debug simple programs.	Filming the steps of a recipe. • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. • Use technology purposefully to create, organise, store,	Illustrating an eBook. • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school. • Use technology safely and respectfully, keeping personal information private; identify where to	Finding images using the web. • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. • Use technology purposefully to create, organise, store,	Producing a talking book. • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school. • Use technology safely and respectfully.	Creating a card electronically. • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school. • Use technology safely and respectfully, keeping personal information

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	Use logical reasoning to predict the behaviour of simple programs. Recognise common uses of information technology beyond school.	manipulate and retrieve digital content. Recognise common uses of information technology beyond school. Use logical reasoning to predict the behaviour of simple programs.	go for help and support when they have concerns about content or contact on the internet or other online technologies.	manipulate and retrieve digital content. • Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. • Recognise common uses of information technology beyond school.		private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
	Study geography of the sch	ool	Name and locate the world	s seven continents	Name and locate four coun	tries of the UK on a map
Geography (CUSP)	Take a journey around the school grounds, describing journey using positional language (near/far, left/right, before/beyond) Create map of journey around school groups Label map of journey with symbols Recognise landmarks on school grounds from aerial photos Describe physical geography of Delapre Abbey and record on a simple map with symbols and a key Fieldwork: Take digital photos		Name and locate the world's seven continents Name and locate the world's five oceans Fieldwork: Describe positions on a map using four compass points Describe daily weather patterns of the UK Describe seasonal weather patterns of the UK Fieldwork: Collect and analyse data on seasonal weather to demonstrate weather patterns Locate hot and cold climate regions of the world relative to the Equator, North Pole and South Pole		Name and locate capital citicountries Fieldwork: Describe position using four compass points Compare and contrast physicountries (mountain, forest,	ns and directions on a map

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History: Life in the past was different	My School - changes within living memory Examine aerial photos of current school (Geog.) Examine historic photos of the school, compare to current school Compare and contrast life in school from 1952 to now (examine desk in front reception) Name significant events of 1952 (accession of Queen Elizabeth II, rationing still in place, ended in 1954) Methods of historical inquiry: How did we learn about life in 1952? Print		Toy Story-changes within in living memory Classify by materials (Sci) Compare and contrast manufacture and uses of toys Arrange toys chronologically Ask historically valid questions: How do you know it is old? Who do you think used it? What clues did you use to figure this out? Methods of historical inquiry: ask a grandparent, play with it. Take an historical perspective: How does the type of toy affect your imagination?		Great Fire of London-changes beyond living memory Locate London on a map of the UK (Geog.) Name dates of start and end of Great Fire Sequence events of the Great Fire Identify London landmarks: St Paul's Cathedral, the Monument (D&T) Explain how current street plan of City was set out during the Great Fire Name Sir Christopher Wren as an important architect (D&T) Ask historically valid questions: How do we know what happened, what people were thinking during the Great	
			Textile		Paul's burning and empathi Sculpture	ise with people present.
Art	Use repeating and overlapp	ping	Be able to cut fabric neatly.		Use paper, straws, card and clay as materials	
(CUSP)	Use objects including from nature to create prints		Join materials using glue ar stitch).	nd/or stitch (e.g. a running	Use rolling, cutting, moulding and carving	
	Press, roll, rub and stamp to	о тпаке ргіптѕ.			Create texture	

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	Cooking – hygiene and tools, food preparation Design and plan what they are going to make. Describe their plans in words and pictures. Make a Fruit face. Follow a recipe (CUSP) Evaluate their fruit face and make suggestions for improvement.		toy.	Hinges/Split pins/ simple slide mechanisms to make a toy. Design and plan what they are going to make.		Junk Modelling – A home from the Great Fire of London.	
Technology			Describe their plans in words and pictures. Make toys and puppets – choosing appropriate tools and materials. Talk about their plans and products and suggest areas of improvement.		Design and plan what they are going to make. Describe their plans in words and pictures. Make their design – choosing appropriate tools and materials. Talk about their plans and products and suggest areas of improvement.		
			Comment on the effectiveness of games and toys in everyday use.		Comment on the effectiveness of their structure.		
Music (Charanga)	Hey You! Old school hip hop. How pulse, rhythm and pitch work together. When we rap we use pulse and rhythm but add pitch and we have a song.	Rhythm In The Way We Walk/The Banana Rap Reggae How pulse, rhythm and pitch work together. Singing and rapping.	In The Groove Multiple genres. Playing/singing in different styles and learning about those styles.	Round And Round Latin	Your Imagination Create your own lyrics.	Reflect, Rewind and Replay Revision and deciding what to perform. Listen to Western Classical Music. The language of music.	
P.S.H.E.	Living in the Wider World How to contribute to the life of the classroom. To help construct and agree to follow, group and class rules.	Being Safe What is a stranger? Stranger danger. How to respond safely to adults they may encounter whom they do not know.	Caring Friendships How to be a good friend? How important friendships are in making us feel happy and secure That characteristics of friendships, including	Physical Health and Fitness How to be active? The characteristics and mental and physical benefits of an active lifestyle. Healthy Eating	Health and Prevention How to stay safe in the sun. About safe and unsafe exposure to the sun. How to clean your teeth.	Financial Education The part money plays in people's lives. Money comes from different sources and can be used for different purposes, including the	

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Subject	To know that people and other living things have needs and that they have a responsibility to meet them (including being able to take turns, share and understand the need to return things that have been borrowed). British Values and Citizenship To recognise the importance of living together and getting along. To recognise the choices they make and to recognise the difference between right and wrong.	Term 2 How to recognise and report feelings of being unsafe or feeling bad about any adult. Internet Safety and Harms E-Safety. That for most people the internet is an integral part of life and has many benefits. Online Relationships How to be safe online. (E-Safety) That people sometimes behave differently online, including pretending to be someone they are not.	mutual respect, truthfulness, kindness, trust, sharing interests and experiences and support with problems and difficulties. How to recognise who to trust. Respectful Friendships What is respect? The importance of respecting others, even when they are very different from them, or have different preferences or beliefs. The conventions of courtesy and manners.	Term 4 What does a healthy plate look like? What constitutes a healthy diet?	Term 5 About dental health, including regular checkups at the dentist. Personal hygiene. About personal hygiene and the importance of handwashing.	Term 6 concept of spending and saving. Online Relationships How to be safe online. (E-Safety) That people sometimes behave differently online, including pretending to be someone they are not. That the same principles apply to online relationships as to face-to-face relationships, including the importance of respect for others online.
	voice, to take part in discussions with one other person and the whole class. To know that everyone is special.	That the same principles apply to online relationships as to face-to-face relationships, including the importance of respect for others online.	That in school and in wider society they can expect to be treated with respect by others, and that in turn they should show due respect to others.			
	Mental Wellbeing What emotions are there?	Families and people who care for me				
	That there is a normal range of emotions (e.g. happiness, sadness, anger, fear, surprise, nervousness) and scale of emotions that all humans experience in relation to different	What makes a family? That families are important for children growing up because they				

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	experiences and situations.	can give love, security and stability.				
	Basic First Aid What to do when you are hurt?	That others' families, either in school or the wider world, sometimes				
	How to make a clear and efficient call to the	look different from their family.				
	emergency services if necessary.	How to recognise if family relationships are making				
	Concepts of basic first aid, for example dealing with common injuries.	them feel unhappy or unsafe.				
Religious Education	Christianity-Bible stories to teach morals-Garden of Eden-creation myths and resisting temptation Cultural allusions: "Garden of Eden" as a perfect place of live Eating the fruit of knowledge-poison apple like in Snow White "Scales fell from their eyes" as finally seeing the world as it really is.	Christianity-Sequence the Christmas story. Explain how Advent is the time leading to Christmas Cultural allusions: Incarnation-literally "made flesh" can also mean a person being the perfect example of something Advent meaning "the coming"	Humanism-Explain how The Golden Rule helps us act fairly to other people. Explain why healthy relationships are important to us.	Christianity-sequence of the Easter story. Explain how Lent is the 40 days before Easter Cultural allusions: Resurrection-coming back from the dead (the theme of death and re-birth comes up in Y5)	Sikhism- Locate where Sikhism originated (Geog. naming continents) Recall essential elements or belief: respect, equality and forgiveness. Explain the significance of the names Singh and Kaur. Explain how Kesh (keeping of uncut hair) teach a Sikh to accept were are all gifts of that One Creator.	Buddhism-story of life of Buddha. Main teaching is that material world will not make you happy because it is not permanent. Explain role monks in exemplifying Buddhist good life. Explain role of Dalai Lama. Locate Tibet as home of Dalai Lama. Cultural allusions: Being as calm as a monk Cultural experience: meeting a monk

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	Gymnastics	Gymnastics	Dance	Dance	Hit, catch, run	Hit, catch, run
	Identify and use simple gymnastics actions and shapes.	To perform a variety of basic gymnastics actions showing control	Respond to a range of stimuli and types of music	Able to build simple movement patterns from given actions	Able to hit objects with hand or bat.	Develop sending and receiving skills to benefit fielding as a team.
	Apply basic strength to a range of gymnastics	To introduce turn, twist, spin, rock and roll and link	Explore space, direction, levels and speeds	Compose and link actions to make simple	Track and retrieve a rolling ball.	Distinguish between the roles of batters and
	actions.	these into movement patterns	Experiment creating actions and performing	movement phrases	Throw and catch a variety of balls and objects.	fielders.
	Begin to carry basic apparatus such as mats and benches.	To perform longer movement phrases and	movements with different body parts	Respond appropriately to supporting concepts such as canon and levels	Attack, defend, shoot	Introduce the concept of simple tactics.
	To recognise like actions	link with confidence	Send and Return	Send and Return	To practice basic movements including	Attack, defend, shoot
Physical Education	and link.	Run, Jump, Throw Increase stamina and	Able to send an object with increased confidence using hand or bat.	Develop sending skills with a variety of balls	running, jumping, throwing and catching	To recognise rules and apply them in competitive and cooperative games.
	Run, Jump, Throw	core strength needed to undertake athletics activities	Move towards a moving ball to return.	Track, intercept and stop a variety of objects such	To begin to engage in competitive activities	Use and apply simple strategies for invasion
	Pupils will begin to link running and jumping.	Take part in a broad range of opportunities to	Sending and returning a variety of balls.	as balls and beanbags Select and apply skills to	To experience opportunities to improve agility, balance and	games. Preparing for, and
	To learn and refine a range of running which includes varying	extend strength, balance, agility and coordination	variety of balls.	beat the opposition	coordination	explaining the reasons why we enjoy exercise.
	pathways and speeds.	Cooperate with others to carry out more complex				
	Develop throwing techniques to send objects over long	physical activities				
	distances.					