

	Term 1 – Traditional Tales ‘Once upon a Time’	Term 2 – Toys/School life ‘Time travelling Toys’	Term 3 – ‘Food Glorious Food!’	Term 4 – Whole School Theme ‘Lion witch and Wardrobe’	Term 5 – Creepy Crawlies ‘All creatures Great and Small’	Term 6 – The Very Hungry Caterpillar ‘The secret Garden’
Launch Event	Fairytale crime scene	Victorian day (dress up)	Food tasting experiment	Art day	Mini-beast hunt	Plant hunt
Science	Everyday Materials Seasonal Change  Simple charts	Everyday Materials Seasonal Change	Plants Seasonal Change	Animals Including Humans Seasonal Change -Compare living things	Animals Including Humans Seasonal Change	Plants (Recap animals) Seasonal Change -Record using ICT
English (Suggested Texts for Guided Reading)	Jack and the Beanstalk Three Little Pigs (Twists on Tales) Jolly Postman	Kipper’s Toybox Non-fiction Guided Reading text – Playground Games and How to Play Them (Pelican)	Oliver’s Fruit Salad Oliver’s Vegetables	Eric Carle Stories – Brown Bear, Panda Bear Panda Bear etc  Lion Witch and Wardrobe	Eric Carle Stories – What the Ladybird Heard, The Grouchy Ladybird, The Very Busy Spider etc	The Very Hungry Caterpillar The Secret Garden
Maths	Number: Place Value Number: Addition and Subtraction	Geometry: Shape Number: Place Value Number: Addition and Subtraction	Time Place Value Number: Addition and Subtraction Measure: Length and Height	Number: Multiplication and Division Number: Fractions	Measurement: Money Measurement: Weight and Volume Geometry : position and direction	Number: Place Value Number: Four Operations  Recap and deepening understanding
Computing	-Instructions to friend -Beebots – programming direction and algorithms linked to local area walk	-Beebots – programming direction and algorithms -E-Safety -technology in community	-Typing, saving and retrieving a recipe in Word	-Beebots – programming and adapting algorithms -App – movement and patterns on a screen	-Beebots – programming and adapting algorithms -Collect information, present to others -Pictograph	-Creating, saving and retrieving a creature using Paint programme
R.E. – Peterborough Syllabus	Who celebrates harvest and why?	Why is Christmas important to Christians?	What makes a place special for Christian people?	How does being Muslim make a difference to a family?	What is Christian worship?	How can people today be part of the Big story of the Bible?

Art and Design	Design and create a Perspex stained glass window(Beauty and the beast)  Field sketches  Exploration of materials (drawing)	Artist – Warhol  Stamp pictures of toys (print)  (sew a Christmas decoration)	Artist – Van Gogh – Sunflowers – still life and painting techniques (painting)	Fur, Feather, Leather collage (Textiles)  Artist - Eric Carle tissue paper style (textiles)  (weave easter basket)	-Animal tracks and mark making -Symmetrical butterfly painting using various paint techniques (bubbles, shaving foam and acrylic, string/marbles in paint etc)	Artist – Andy Goldsworthy- outdoor sculptures  Clay sculptures for garden centre
Design and Technology	Design a 4 <sup>th</sup> Pig’s House (hinges)  -how make stronger/stiffer? -Evaluate	Making pop-up Puppets (at museum) -Evaluate  Salt dough Christmas	Preparing fruit salads and skewers	Junk modelling captain scott boat	Papier Mache minibeasts (caterpillars) joining segments	Clay sculptures for garden centre to sell (research, create design, evaluate etc)
Music	Exploring sounds made by natural and man made objects  Rhythms/sounds	Singing Playground rhymes/clapping rhythms  Christmas play songs	Instruments (tuned/untuned) to create a piece of music representing the parts of a plant and growth	Whole School Songs	Dance – animal movements (Ugly Bug Ball)	Using percussion and words to compose a life-cycle song
Humanities	Map of Norwood School Local walk (camera) Physical/human	Toys and School life – changes over time (Queen Victoria)	Where food comes from/grows (local area)	Captain Scott and Arctic Exploration 7 continents and oceans	Charles Darwin – history of minibeasts	Map of the Hungry Caterpillar’s journey
P.E.	Playground Games  Throw/run/jump skills	Playground Games  Throw/run/jump skills	Dance – animal moves and link to Saint-Saens  Healthy lifestyles/eating	Dance – Voyager performance	Basic skills (throwing, catching, running, jumping) Sport’s Day  Gymnastics	Basic skills (throwing, catching, running, jumping) Sport’s Day  Gymnastics
P.S.H.E	Myself and My Relationships (Beginning and Belonging) -Feelings	Anti-bullying Healthy and Safer Lifestyles (Safety Contexts) -keeping clean	Myself and My Relationships (Family and Friends) -care for family and friends	Citizenship (Diversity and Communities)	Healthy Lifestyles (Healthy Lifestyles)	Myself and My Relationships (Managing Change)

Experiences	Local Walk	Peterborough Museum Trip	Tesco visit – tinned, fresh and frozen fruits/vegetables – Where does it come from/how does it grow?	Voyager Performance	Rutland water –Mini-beast hunting	Trip to a local Farm
Parent Engagement Event	Roald Dahl Day	Share toy stories, Bring in our teddies, Make some toys	Creating and sharing the fruit skewers/fruit salad – picnic in the hall Matching food to where come from games	Voyager Performance	Presentation about what they have learnt about animals	Garden Centre Plant sale
Key Days						