

| | AUTUMN | SPRING | SUMMER |
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| A (Topic/Science) | <p>Megastructures</p> <ul style="list-style-type: none"> • Use basic principles of healthy diet to prepare meals • Understand where food comes from <p><u>Science</u> Uses of everyday materials</p> | <p>Dungeons and dragons</p> <p><u>Science</u> Animals, including humans</p> | <p>Treasure</p> <p><u>Science</u> Plants Living things and their habitats</p> |
| B (Topic/Science) | <p>World Kitchen</p> <ul style="list-style-type: none"> • Use basic principles of healthy diet to prepare meals • Understand where food comes from <p><u>Science</u> Animals, including humans</p> | <p>Jurassic Forest</p> <p><u>Science</u> Living things and their habitats <-></p> | <p>At the bottom of the garden</p> <p><u>Science</u> Plants Uses of everyday materials</p> |
| HISTORY | Changes within living memory | Events beyond living memory | Lives of significant individuals in the past |
| GEOGRAPHY | Locational knowledge Place knowledge | Human and physical geography | Geographical skills and fieldwork |
| ART / DESIGN | <ul style="list-style-type: none"> • Use a range of materials creatively to design and make products • Use drawing, painting and sculpture to develop and share ideas, experiences and imagination • Develop a range of techniques in using colour, pattern, texture, line, shape, form and space. • Learn about a range of artists and designers describing differences and similarities | | |

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| DESIGN AND TECHNOLOGY | <ul style="list-style-type: none"> • Design purposeful, functional, appealing products based on design criteria • Generate, develop, model and communicate ideas in a variety of ways • Select from and use a range of tools and equipment to perform practical tasks • Select from and use a range of materials including construction materials, textiles and ingredients • Explore and evaluate a range of existing products and evaluate own ideas and products • Build structures, exploring how they can be made stronger, stiffer and more stable • Explore and use mechanisms in their products |
| MUSIC | <ul style="list-style-type: none"> • Use their voices expressively and creatively by singing songs and speaking rhymes • Play tuned and untuned instruments musically • Listen with concentration and understanding to a range of high quality music • Experiment with, create, select and combine sounds |
| PHYSICAL EDUCATION | <ul style="list-style-type: none"> • Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination • Participate in team games, developing simple tactics for attacking and defending • Perform dances using simple movement patterns |

N.B. Year 1 and Year 2 follow the same topic on a 2 year rolling programme (A and B), and cover the same skills each year in every subject except science. Year 2 will cover skills and knowledge in greater depth to Year 1.

For each subject there is a detailed overview and a policy – content is taken from the National Curriculum.